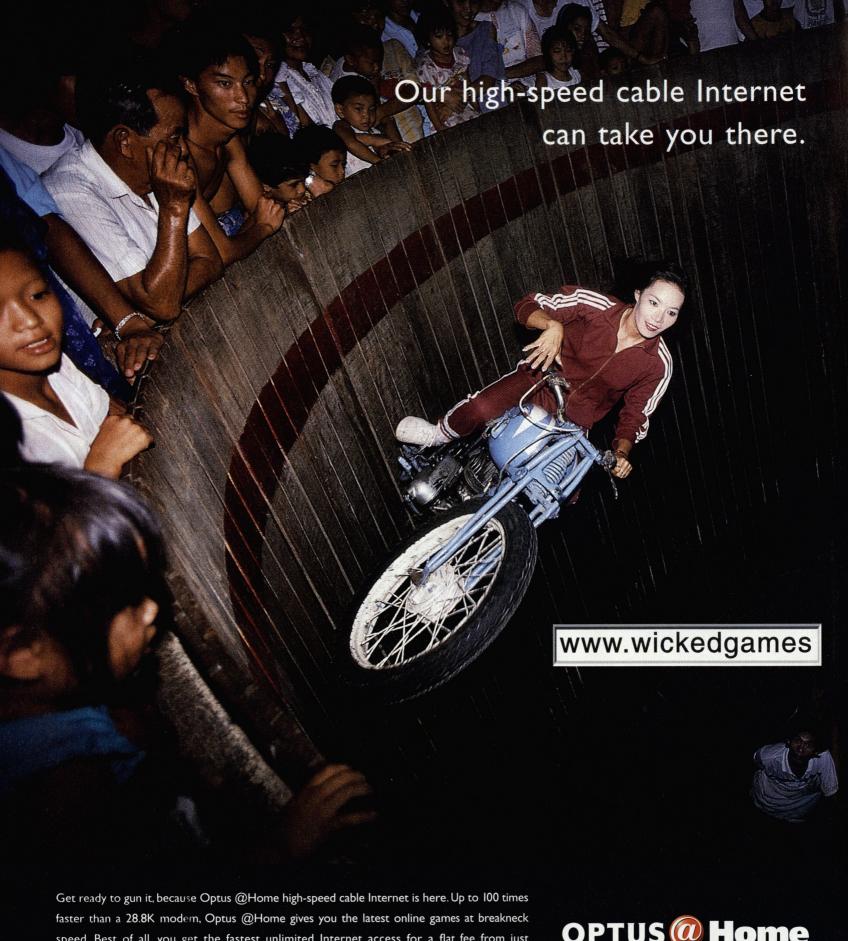


## "START THE DAY WITH AIR TROOPS, INFANTRY AND 8 ESSENTIAL VITAMINS" - SARGE







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minutes, without fumbling for change.

#### Renegade Racers Playable

Choose from one of three dastardly racers. And watch out for the booby traps.

#### Syphon Filter 2 Vid

Watch what Gabriel Logan gets up to in this second stealth adventure.

#### Radikal Bikers Video

This arcade favourite looks better than a Pizza Hut super supreme.

#### WWF SmackDown Video

Men in lycra grappling each other. We don't get the appeal, but it has heaps of fans.

#### Colony Wars: Red Sun Video

Enjoy this taster of free-roaming bountyhunting – it leaves previous clips in the shade.

#### N-Gen Racing Video

Cast your eye over this jet racer's blistering speed and fantastic weaponry.

#### Download

LMA Manager cheats to download to a Memory Card – yours to keep forever.



## PlayStation

PLAYER MANAGER 2000

DEMOLITION RACER











## Why?

I don't get it. Why do people like wrestling? Men dressed in lycra cover themselves in oil and then kick each other in the crotch. Guus that are 130 kilos of muscle put on ludicrous make-up and then mix boxing with ballet and the Karma Sutra. At least in boxing they look like they're taking part in a sport, rather than a pantomime scrap. They don't even hit each other properly in wrestling - they slap each other and bounce on people using their stomachs. It's ridiculous. And yet people love it, so who are we to argue. If you can't heat them, then dress up in a lentard and call yourself Hulk, that's what we say at Official PlayStation Magazine. You can see the sad results on page 59 and below. As for the professional kitsch cuddlers, check out ECW Hardcore Revolution on page 73 and WWF SmackDown on page 68.

But the biggest fight in the office this month was between the PSM team members anxious to get their hands on our PlayStation2. It made ECW Hardcore look like playground scrap. There's no doubt the PS2 is an impressive beast, but we still think it'll be the September launch here before the truly fantastic titles are unveiled. Developers are slowly getting to grips with it and by Christmas it should all become extremely exciting. Which means plenty of time to look forward to more stunning games on the current PlayStation: Urban Chaos, Jedi Power Battles, Muppet RaceMania and Resident Evil Survivor to start with. They're all reviewed in this issue.

First up, however, is the latest news on Tony Hawk's Skateboarding 2. We'll have an exclusive feature on the exciting sequel next month and we've got the demo coming soon. Plenty of things to look forward to for both PlayStation owners and prospective PS2 owners. Fear

not, we know a magazine that can satisfy your requirements for both.

Enjoy the issue! I'm off to change out of my hot pants and take off my make-up...

Coloquey



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AUSTRALIA & NEW ZEALAND'S REST SELLING VIDEOGAMES MAGAZINE









#### **FEATURES**

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- **90** Massive tips guide to *Tomb Raider:*The Last Revelation.
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- 114 Famous Last Words Ky Hurst.







SM had heard the sequel to Tony Hawk's Skateboarding was in the pipeline, but we never expected to see a playable version guite so soon. It was something of a surprise then, when Activision gave us a sneak preview at how the much-awaited sequel was shaping up.

Once again Neversoft is at the helm, promising more tricks, more combos, more levels and, best of all, a Skate Park Editor. The new game will use the same engine, but it has been updated to enable brand new features to be included.

For starters Tony Hawk's 2 has recruited a fresh batch of professional skaters, so that means a new range of individually tailored grinds, flips, ollies and to the chagrin of PSM's resident board expert.

Clearly, Tony Hawk's 2 will prove even more of a challenge than the first game which was, if you remember, pretty tricky. That's not to say you won't be able to pick it up and play it immediately - a basic grasp of the first games' controls will be enough to get going, but mastering the stunts is another skill entirely. Especially as the levels are so huge. Trick spots often loom out of the fog, making it difficult to decide where exactly to make our stunts stand. Right, there's a half-pipe, just stay there and get some air.

Each level includes a whole host of secret areas, making it eminently replayable as you try to clear ramps, grind walls, pools, and heaven knows what other objects on to your map, then flick into play mode and test out your evolving park.

Flexibility's obviously paramount, and an in-game editor looks like it'll open up a world of fun for Tony's legion of fans. How so? Well, you can save your lovingly built park on to Memory Card, cart it round your mate's and challenge him in multiplayer mode. Obviously beating him into instant submission because you know the course like the back of your hand. Which brings us to our final point...

Tony Hawk's 2 upgrades the two-player mode. This time two independent players can interact on a split screen, so you'll be fighting for space on the

#### "THIS TIME TWO INDEPENDENT PLAYERS CAN INTERACT ON A SPLIT SCREEN, SO

#### YOU'LL BE FIGHTING FOR SPACE ON THE RAMPS TO PULL OFF THE BEST TRICK"

grabs to master. The control system remains largely unchanged at this stage, except you can pull off a lot more tricks this time and stitch together more complicated combos.

One interesting development is the location of the tracks. They are littered around the world. rather than just focusing on the US. Marseilles, Rio de Janeiro and New York have been confirmed, with parks based on real-life skate arenas. Pulling stunts on the Marseilles level was something of a revelation. Combinations were followed up by French phrases commenting on your skills on the deck. "Tres pathetique" came up a few times, much

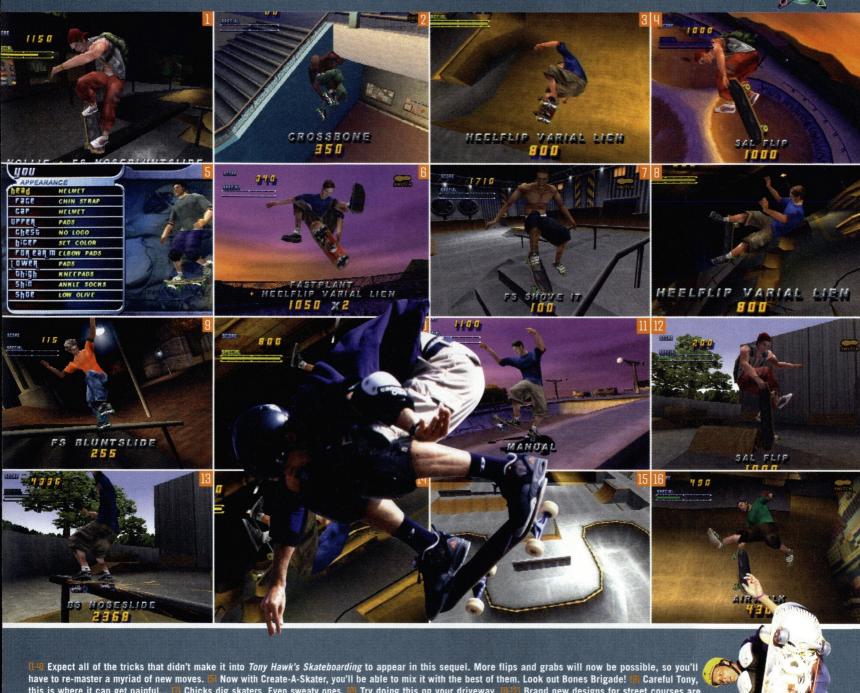
the entire game. You can also ollie and grind off anything in the environment, and no doubt pick up extra points for picking the most obscure ramps. Then there are the mini games you can unlock by beating levels and achieving certain targets in the championship. Very tasty.

So, to the Skate Park Editor. You probably remember the joys of building courses in V-Rally 2 - slotting together features and watching them take shape before your eyes. Well Tony Hawk's 2 is based on the same principle, a top-down view of your skate arena, with a selection of blocks you can drop objects on to. You can position quarter-pipes, half-pipes, ramps to pull off the best trick. We're not yet certain if you can get off the deck and smack the other player round the head with your board. Although that would be good. A key feature is the competition mode, which supports up to seven players at once, each trying to hit the highest scores over a set period.

Wow. Anything else in the game? Umm, there's a character customisation feature, which enables you to create everything about a character from his deck to his beanie. And then there's...

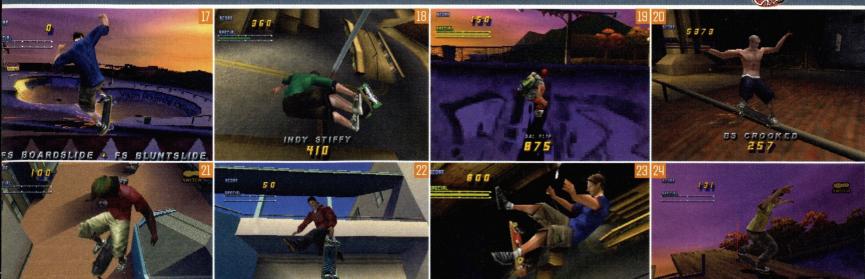
Enough! For now. Expect Tony Hawk's return to our shelves in spring, and an exclusive feature on this superb update in next month's PSM.





Expect all of the tricks that didn't make it into *Tony Hawk's Skateboarding* to appear in this sequel. More flips and grabs will now be possible, so you'll have to re-master a myriad of new moves. Now with Create-A-Skater, you'll be able to mix it with the best of them. Look out Bones Brigade! Careful Tony, this is where it can get painful... In Chicks dig skaters. Even sweaty ones. Try doing this on your driveway. Brand new designs for street courses are set to please all over again. White an overload of new tricks and courses, could this be an early contender for game of the year? The Grinding will be another key element in the points system. Where do skaters think of these names? The Chillin' at twilight. Wicked, man. Will The Jesus Christ pose. The buddy, shove it!

We shade a series of the tricks that didn't make it into Tony Hawk's Skateboarding to appear in this sequel. More flips and grabs will now be possible, so you'll have to re-master a myriad of new moves. Now with Create-A-Skater, you'll be able to mix it with the best of them. Look out Bones Brigade! Careful Tony, this is where it can get painful... Where do skaters think of these names? The careful Tony this pose it will be an early contender for game of the year? The Jesus Christ pose. The position of the points are the points and the points are the points and the points are the points and the points are the po



PlayStation2 is now available in Japan for gamers to touch, hold and worship. Currently all eyes are on Tokyo, where the PS2 is still sold out after one of the most brand has not been seen since the Entertainment System. But it's a

Significantly, on Japanese launch day, March 4, eager PlayStation2 buyers weren't able to pick up two of the titles they have long been salivating over — Tekken Tag Tournament and Gran Turismo 2000. Fret not, though, because both games are set to appear alongside the machine when it makes its debut here in September. Moreover, be happy that the machine's Western launch will not be accompanied by filler titles such as mahjong games.
These are niche titles whose existence owes more to strength-in-numbers considerations than to fulfilling the expectations of people investing in 128-bit gaming technology and the riches it will bring. No, by the time PlayStation2s are being ripped off the shelves of Electronics Boutique in your local shopping According to a source who has seen early code, Konami's sequel makes even Square's *The Bouncer* look more filler app than killer app. What is it they say comes to those who wait?

Tony Mott is editor of gaming bible Edg

### Text Gen Show Us Your Titles

#### PLAYSTATION2 STEALS THE SHOW IN TOKYO

The PlayStation2 was again the star of the show at the recent Tokyo Game Show in Japan. The three-day show, held at Tokyo's enormous Makuhari Messe Exhibition Centre, featured around 70 exhibitors showing the latest videogames in front of massive crowds of fans.

Around 50 PlayStation2 titles were on display. Some of the biggest games included Tekken Tag Tournament, Sky Surfer, Wild Wild Racing, Rally Hard, Onimusha, World Soccer 2000, Gradius III and IV, Z.O.E., Gekikuukan Professional Baseball, The Bouncer, Golf Paradise, Dead Or Alive 2, Eternal Ring and EverGrace.

From Software's giant robot combat game Armored Core 2 for PS2 was extremely impressive. The title wowed attendees with its beautiful lighting effects and other graphical goodies like missile trails and huge explosions The game will have a multiplayer iLink mode. From's EverGrace is also pro gressing well and should be a quality action role-player in the Zelda mould

Konami is still relying on its dominance in the music area to pay the bills. Beatmania IIDX 3rd Style is PS2 bound, and undoubtedly with a new controller as the IIDX games use seven keys and a turntable. Other arcade Mix and Guitar Freaks 3rd Mix. The arcade game Dance Mania X was also shown. In it you "dance" using your hands and feet by passing them through sensors. Meanwhile, Dance Dance Revolution 3rd Mix has a mode that tells you how many calories you



Armored Core 2 impressed the massive crowds at the show.

Konami's Z.O.E. for PS2 attracted strong crowds, and for good reason – it offers some of the most impressive PS2 graphics yet. The game is set in space and is labelled an action adventure but looks more like a fighting game. The combatants fight in huge mechanised attack suits. Konami also showed *Ring Of Red* in a playable form on the PS2. It's a postwar-era mechanised-strategy game where you assemble armies of troops and tanks and go to battle. They also showed an odd-looking "time adventure" for PS2 called The Day and Night of Walpurgisnacht. It looked a little like Silent H

Sony didn't have any major unveilings or announcements, and is probably keeping most of its surprises for this month's huge E3 show in Los Angeles, which PSM will of course be attending. Much focus was on a new PS2 game called TVDJ (formally known as Be On Edge). The title is similar to PaRappa The Rapper but puts you in the role of a video editor. Players listen to music and keep the beat using the Dual Shock2 buttons.

In other Tokyo Game Show news:

- ESP, the maker of popular RPG Grandia, unveiled an excellent new PS2 title called Orphen, which plays like a combination of Trap Runner and Tomb Raider. Players must avoid perilous traps rather than place them.
- Koei, maker of Kessen, revealed Shin-Dynasty Fighter. Players have the chance to actually control characters in massive Kessen-type battles.
- Shoot 'em up fans should look out for Capcom's sequel to Silpheed for PS2, it looks very impressive, as does the extremely cool Onimusha.
- Imagineer's Wild Wild Racing for PS2 is a dune buggy racing game that sports some pleasing graphics, although it's still early in development. You can drive almost anywhere, including up hills and over bushes, so it should be a lot of fun and allow you to win by being sneaky.
- Idea Factory also announced a racing title based on the next Flintstones live action movie called Viva Rock Vegas
- Tecmo's Dead Or Alive 2 did strong business, and looks a worthy competitor to Tekken Tag.



Konami is still relying heavily on its music games



Wanted: Dead Or Alive 2 from Tecmo.



Merchandise stands at the show did good business.

#### PlayStation Still Strong

PlayStation remains the most dominant gaming platform in Japan, even after the release of the PS2. There were over 100 playable titles on Sony's little grey box at the Tokyo Game Show. The biggest game on show for PlayStation was Square's Final Fantasy IX, although Square is still keeping most information on the game close to its chest and only showed a brief video of the highly anticipated role-player.

Industry stalwarts Namco had yet another big show. Even though Tekken Tag for PS2 was released on the first day of the show, the company's booth was the most popular with the huge crowds. Tales Of Eternity looks a strong role-playing game, and the company also showed a new Point Blank-flavoured GunCon game called Oh! Bakyuuun that

There were massive crowds trying to get a peek at Dragon Quest VII from Enix. The title appears to be extremely disappointing graphically, looking like a Super Nintendo game, but it seems the battle system is very deep and will require a lot of strategy for role-playing fans. You can even speak to other

members of your party during the battles, with other characters giving help on how to overcome adversaries. The game has been announced for release in the US, so a PAL version is reasonably likely.

Other PlayStation titles at the show included Bass Landing 2, Gauntlet Legends, Rockman (Megaman) Dash 2, Dance Dance Revolution 3rd Mix. Golf Master 2000, Lode Runner 2, and Breath Of Fire IV.



PlayStation is still very strong.

#### 9NET PLAYSTATION ]

### Fantastic!

SQUARE IN GOOD SHAPE WITH FINAL FANTASY IK

t the recent Tokyo Game Show, Square showed a video of Final Fantasy IX and released new screenshots of the blockbuster role-playing game. As previously revealed, the game is a step back from the more realistic Final Fantasy VIII and a return to the old school RPG. It has a fantasy, swordsand-sorcery-type appearance. Characters are again of the superdeformed variety, and the game will be more about a deep storyline than flashy cut-scenes. It looks to be very atmospheric.

Square has not released much information about the characters, but you will be able to have a total of eight in your party. The characters include a knight of the Royal Family, a 16year-old thief and a nine-year-old black wizard. There will also be non-human characters. The game will hit Japanese stores on July 19, and will be released here before Christmas.

Square also had many other strong titles on show. Gekikuukan Pro Baseball drew massive crowds and is one of the most impressive PS2 games in development, with incredibly fluid player animation. It might not be released here, but the realistic movement bodes well for the future of sports games on the PS2.

Another game that was featured prominently was All Star

Professional Wrestling, which features 27 licensed Japanese wrestlers. Characters look incredibly realistic, although animation needs to be improved. Controls are interesting - you use the left analog stick to move your character and the right analog stick for attacks.

The online PS2 role-player Final Fantasy IX was shown on video, with Square promising "massive" numbers of PS2 and PC players will be able to play at once in the same world.

After a long absence of new information on The Bouncer, Square showed some new footage of the game at the show. The video was impressive, but unfortunately the new teaser offered little new information or gameplay.

Meanwhile, Square's office in Europe has finally confirmed that the highly-anticipated RPG Vagrant Story will receive a PAL release. The game recently scored 40/40 in the notoriously-hard-to-please Japanese mag Famitsu. The game follows the adventures of detective Ashley Riot as he roams around Europe in the Middle Ages and leads a murder investigation.

Square has also announced that Parasite Eve 2 will definitely be released in PAL territories. We have a preview of Parasite Eve 2 this month on page 42.



### Buffy To Slay 'Em On PlayStation THE VOLUPTUOUS VAMPIRE SLAYER COMING SOON

the hit TV series *Buffy The Vampire Slayer* is in development. The game will be a third-person action adventure.

Players will take on the role of Buffy Summers, the typical

American high school cheerleader by day, brave but savvy destroyer of the undead by night. With the help of other characters from the show, including Angel, Xander, Cordelia, Willow, Oz and Giles, plus of course Buffy's slaying powers, senses, martial arts and quick healing, you'll be taking on vampires galore as you try to save the world from literally being sucked dry.

California-based design team

Collective promise the game will accurately depict the characters and environments from the cult show and be a fast-paced slayer romp filled with razor-sharp dialogue and puzzle-solving. Karly Young said: "Now is our chance to give gamers the opportunity to live out their own Buffy adventures anytime they feel the need to kick some serious vampire butt."



Buffed up vampire slayer.

adventure Chase The Express. The game should be released in September. Developed in-house by Sugar & Rockets at Sony high-speed transcontinental train designed to evacuate and transport large numbers of refugees isolated from their home

The game is a cross between *Metal Gear* and *Resident Evi* aturing murder, mystery and suspense. The game begins with

All aboard for one of the best PlayStation games of the year.

Codemasters has taken Colin McRae Rally 2.0 back to the pits. The company believed the game could be improved further, even though it was approved as "content-complete" when Codies handed *PSM* the review code last month. The game will now be out in June and feature an improved two-player mode. There will be a lap point mode where players choose the number of points needed to win a race, and a time lag challenge, where if the car in front can achieve a predetermined time advantage, the race is over.

Having created PaRappa and Um lammer Lammy, lapanese game designer Masaya Matsuura is entitled to a little leeway when it comes to game ideas. Still, his friends must be wondering if he has gone too far this time. Vib Ribbon is as sure a sign of lidflippage as you could hope to psychoanalyse. The main character is a rabbit rendered in monochrome vector graphics. As it moves along a white line, it encounters loops and shapes that must be negotiated by PaRappa-esque button presses. The course is determined by the music being played, and you're free to swap in one of your own music CDs. Hence infinite levels! The game will be released here in a few months.

LucasArts has announced a partnership with Sony spin-off company Verant Interactive and Sony Online Entertainment to create a "massively multiplayer" Star Wars role-playing game. Due for a 2001 release, the game will immerse thousands of players into the classic Star Wars universe, with a combination of combat, specialised missions and daring quests. At this stage it is PConly, but given Sony's involvement and the online capabilities of the PlayStation2, PSM suggests a PS2 conversion is a formality

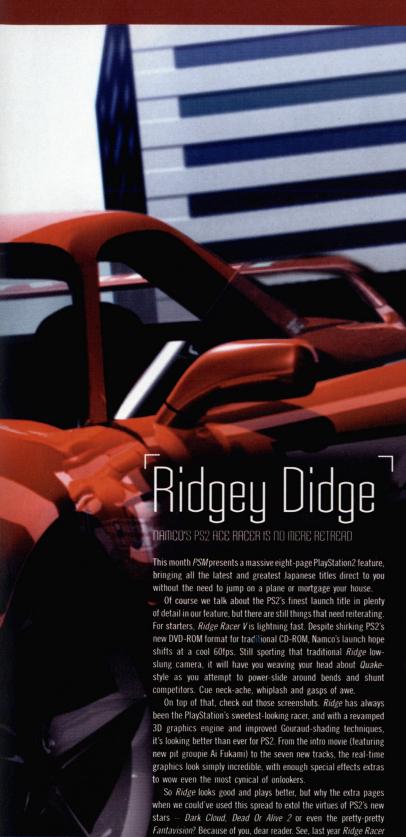
Rogue Spear, the follow-up to Rainbow Six, is heading to PlayStation, Fortunately, Rebellion, who stuffed up the first game, is not developing the sequel. Instead, it's PC developer Saffire Corporation.

Virgin is to publish The Dreamland Chronicles: Freedom Ridge on PS2. Developed by X-Com creators Mythos, this turnbased war strategy game is set in the near future and is based around the Roswell conspiracy. Expect to wage big war against bigger aliens this Christmas.









Type 4 didn't shift as many as it should have at the cash registers

gamers were apparently so seduced by the unlimited tweakage of Gran Turismo, that they wouldn't invest in another PlayStation racer. PSM is here to say, DON'T make the same mistake on PlayStation2. Just as you need the pure gameplay of ISS, even if it's the licensed frippery of  $\emph{FIFA}$  you crave, you'll need the arcade adrenaline of Ridge Racer V to complement the addictive-yetconfining realism of Gran Turismo 2000. Come September, two PS2

racing titles should be on your shopping list, and Ridge Racer V

simply IS one of them.

11

screent

DR HOLLYWOOD KNOCKS ON LARA'S DOOR

Tomb Raider VIII: Retribution

Lara Croft: adventurer, gumnast, explorer... And she's

Director

Michael Winner

. The Plot

Lara travels to Holland after a tip-off reveals the ancient treasure known as The Clogs Of Khartoum is hidden in a complex series of catacombs beneath an ancient windmill. She seeks advice from ex-university friend Vanessa Morton, now down on her luck dancing for men in an Amsterdam nightclub, Banana Babes. Mid-way through, we flashback to Lara's teenage years and discover her unresolved relationship with an old adversary - renegade classics lecturer Hans Von Krammer. Cut back to the present, and Lara realises Von Krammer and his band of hopelessly-bad-at-fighting men in ninja PJs are also after the clogs. She hooks up with dirty-but-brilliant Dutch professor/explorer Ruud De Boer in his semi-Mormon commune in rural Rotterdam – populated with statuesque Germanic models who are all archaeology experts. Lara, Ruud and his girls all head for the Windmill Of Babylon for a showdown with Von Krammer and his cronies. At a crucial moment, Vanessa turns up and saves Lara's life. Etc., etc.

---- The Pitch

It's Indiana Jones with a sexy lady!

Green light. Posh's slender look is fine for the leaping and rope swinging, but Winner insists on a couple of rugby balls bobbing beneath the Gucci cellophane mini-top. Final showdown between Van Damme and Warne possibly with the line: "You have shit on your clogs. And I'm the shoe-shine boy ..



Lara Croft - Posh Spice (Spice World: The Movie) Teenage Lara — Denise Richards (The World Is Not Enough) Vanessa Morton – Penne Dennison (*Hey Hey It's Saturday*) Professor Ruud De Boer – Jean-Claude Van Damme (Hard Target) Hans Von Krammer – Shane Warne (Australian Test Team)

Epic is hard at work porting PC smash and online favourite Unreal Tournament on to PlayStation2. Developers are taking PS2's online capabilities seriously, and Epic promises a version superior to the PC hit.

In a move sure to please goths worldwide, Eidos has confirmed Soul Reaver 2 is coming to the original PlayStation, with the next Legacy Of Kain game appearing on PS2.

Acclaim is entering the racing arena again with Vanishing Point. Promising ultra-realistic driving, with precisely modelled cars, Acclaim is claiming a huge scenery draw distance with no pop-up - a bold claim but early code looks superb. There are 16 cars, eight tracks and a bunch of game modes to look forward to, including a fun stunt mode.

Activision is now working on not one but two X-Men games for PlayStation. The first is X-Men: Mutant Academy, a good-looking 3D heat 'em up from Wu-Tang coders Paradox. The second is an as-yet-unnamed adventure based on the upcoming movie.

Namco is busy bridging the gap between home and arcade with its latest installation. The Cyber Lead II isn't a new board but a cabinet that inputs and outputs info to PlayStation Memory Cards. In the future you'll be able to play a game at home, rack up a huge high score at Ridge V, then head to the arcade to upload your score into the coin-op version.

Sci's Thunderbirds title is beginning to take shape. PSM has seen some early CG artwork and very fine it looks too, with the whole range of fabulous Tbirds lovingly rendered in glorious technicolour. We're expecting a real-time strategy game.

Sony Computer Entertainment Australia has welcomed the first criminal conviction involving counterfeit PlayStation computer games, In Gosford Local Court in March, Michael Oakley was fined \$17,000 for selling and having in his possession counterfeit copies of PlayStation games. Oakley was charged with offences under both the Trade Marks and Copyright Acts after the Australian Federal Police seized hundreds of infringing CDs from his home in October last year. The goods were destroyed. Any information on piracy can be sent to piracy@playstation.scee.net

### Jood Gn

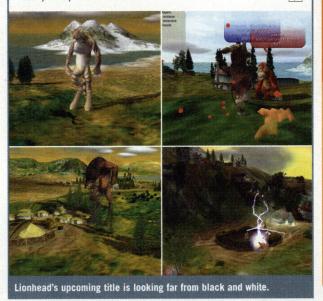
AND WHITE

lack & White, one of the year's most eagerly awaited PC titles, is to be released on PlayStation. Described as the first God RPG, its unusual content is the product of Lionhead's top boss Peter Molyneux, the guru behind Bullfrog classics such as Syndicate, Dungeon Keeper and Theme Park.

Black & White casts you in the ultimate role of one of several gods battling for worshippers in a holy popularity contest. The more followers you attract, the more powerful you become. As you grow in strength you'll be able to impress the faithful with divine tricks and lightning strikes.

More excitingly, you can decide whether you're going to be a nice harp-playing god, or an angry thunderbolt-slinging god. "The world will morph to reflect the way you behave, and the plot will be affected by your actions," says Molyneux. Further interaction stems from your control over an earthly creature. Good god - good creature. Evil god - evil creature. According to Molyneux, "The unique thing is that as you progress through the game the plot is dictated by the state of the simulated world rather than a fixed script."

Black & White's conversion is to be handled by Krisalis Software. And there's no need to worry about a dumbed-down PlayStation version. "The PC version was inspired by the consoles, and we're building on that inspiration." Black & White will be released early next year by Midas Interactive.



Gran Turismo

Gran Turismo 2





How does Gran Turismo 2 compare against its predecessor? It's got everything GT has and more..

Gran Turismo | Game name

Gran Turismo 2

\$39.95 (NZ\$39.95)

\$79.95 (NZ\$89.95)

Gran Turismo marked The low-down racing games. With amazing graphics, accurately Gran Turismo was the king of all racers from any console. The strong sales over indicate its timeless , build quality.

Certainly, it took a lot to beat the original, but GT2 has done it. Some questioned whether this was even possible but a game that spans over two discs and with more updated cars, new

racing game in all aspects. It is still

an't quite match the huge amount of

Turismo 2 has all the more. The developer has taken what it original to make this comprehensive as possible. Once you've GT2 has it all.

mode, no reasonable

human being can

complain.

#### Knock Out!

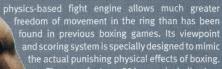
PRINCE NASEEM K'OD BY MIKE TYSON

Codemasters has decided to dump flashy featherweight Prince Naseem and replace him with ear-chomping felon Mike Tyson for the

local version of its upcoming boxing title.

Mike Tyson Boxing is now due for release next month and includes a career management and training mode, as well as a highly advanced character animation system. character animation system.
Codemasters promises the game's

Prince Naseem has been knocked out by



Mike, in three different weight classes. Each boxer has his own unique personality and fighting style, with an arsenal of 12 different

Mike Tyson in Codemasters upcoming title. Ears!







## Rat Attack

Ratbag are the new darlings of the Australian gaming scene, scoring one of the first contracts in the world to develop PlayStation2 games for Sony.



atbag is already one of the world's premier games development houses, but it hasn't been a smooth ride to today's success. Building blockbuster games is an extremely long and involving process. Ratbag (then Emergent) was formed back in 1993. Its first game, *Powerslide*, was released for Christmas 1998 – the game and its underlying technology were effectively in development for over five years.

CEO Greg Siegele, then a lawyer, decided to form a company with friend and data programmer Richard Harrison. "I was really sick of working as a lawyer and we both loved games." Both are now only 31. They invested their own cash into computer hardware and created a flight simulator for the fledgling Nintendo 64. They couldn't find financial backers or publishers for the game, so the concept was shelved. In mid '96 they decided to convert it into a racing game and by the end of the year had five employees working on *Powerslide*.

Greg and Richard found themselves each in debt \$100,000, and the Electronic Entertainment Expo in '97 was their last shot to sell the game to a publisher or face financial ruin. *Powerslide* turned out to be the best unsigned game shown at the massive expo, and a "feeding frenzy" started among publishers desperate to release the game. Ratbag was able to negotiate a deal with GT Interactive for its PC titles, and now has struck a deal with Sony to develop for the PS2.

*PSM* caught up with Greg Siegele and Mark Bracken, Vice President of Marketing and Business Development, to see how their PS2 development was progressing.

Official PlayStation Magazine: Tell us about the name. Greg Siegele: It took us two years to find this name. We wanted something cool and cheeky, with an Australian flavour. Strangely a lot of people in the US don't know the meaning of the term – they confuse it with Dirtbag or they think we're talking about a bag of rats. But the name has worked really well for us. It is very memorable and instantly recognisable.

 ${\bf PSM}$ : How many staff does Ratbag currently have, and what do the jobs include?

Mark Bracken: Ratbag currently has 31 staff and is expanding to 35 in May. It's divided in to a number of project groups and divisions. Ratbag follows the traditional development company model and our project teams consist of an Executive Producer, Producer, Game Designer, Lead Programmer, Lead Artist and an Animation/Script Director. We have recently introduced two new divisions – an R&D division focusing solely on new technologies, and a marketing division.

**PSM:** What are the games that Ratbag has developed so far and what's in development?

**MB:** Ratbag has produced *Powerslide, Dirt Track Racing* (out this month) and we are currently working on Dirt *Track Racing Sprint Cars* (July) and *Lead Foot — Stadium Off Road* (September). We have two PS2 titles in the works — one codenamed "Spin" and the other "Next".

PSM: Are you currently looking for more talent?

**GS:** Hell, yeah. We're employing right now – programmers, modellers, artists, animators, managers. We're adding another 15-20 to our team. If anyone wants to apply, they should check out our Web site. Note that we generally employ people with a degree

or a good deal of work experience. And you need to be damn good — we have one of the most talented teams in the industry. Sony say so themselves.

**PSM:** What advice would you give to young people interested in a career in the games industry?

**GS:** Artists and programmers both need tertiary degrees – we rarely employ someone without these qualifications. I'd also recommend the specialist game courses at the Academy of Interactive Entertainment and QANTM.

**PSM:** Tell us about the deal with Sony you announced at the Australian Game Developers' Conference.

**GS:** We are one of four developers in all of Europe and Australia that currently has PS2 deals with Sony. As I



"One is a very cool racing title, the other an action game – plenty of characters, story and the obligatory blood and guts" – Greg Siegele

understand it, we were the first. Another first is that it's for two titles and we're working on both games right now.

PSM: What can you tell us about the PS2 games?

**GS:** One is a very cool racing title, the other an action game – plenty of characters, story and the obligatory blood and guts.

**MB:** Both titles will take full advantage of the new features available on this console. PlayStation2 owners are going to be in for a real treat!

PSM: When are they due out?

**MB:** I cannot be specific on the dates, however I can tell you that one title is slated for a 2001 release and the other for 2002.

**PSM:** What advantages does the Emotion Engine bring?

**MB:** The Emotion Engine is very powerful and we are currently exploring its full potential.

**GS:** Ratbag will be doing stuff with physical simulation and artificial intelligence never been seen before.

**PSM:** How much will the titles cost to develop and how big are the teams working on them?

**MB:** These titles are multimillion-dollar investments and we have sizeable teams working on each of them. Each team will increase in its size in varying stages of development. *Spin* currently has 10 in the team. *Next* currently has 18 in the team.

PSM: What's your overall opinion of the PlayStation2?

MB: All I can say is WOW! This is definitely a very powerful platform and although it's early stages in our development, the public is definitely in for a real treat with this puppy. I think about the grins from the artists' faces when you talk about 10K plus real-time motion-captured polygon models, combined with the programmers implementing features previously on wishlists now becoming reality. It's definitely a sign of great things to come.

**GS:** The PS2 will be a monster hit. The games will be amazing, and the DVD player makes it a slam-dunk.

**PSM:** Have you got a PlayStation2 development kit? **MB:** Ratbag is the first and only company in Australia to receive the PS2 development kit to date.

**PSM:** Is it difficult to transfer PC experience onto PS2? **MB:** Actually our R&D team is one of the best in the world and we had the core of our engine up and running within two weeks. It is our intention to develop our next generation engine to make full use of the PS2 hardware. Apart from the initial transfer of our assets, we will build upon this base to ensure that we maintain pole position in the technology area.

**PSM:** You've quickly developed a reputation for being one of the best racing game developers in the industry. It's a crowded market, so what's your secret?

**MB:** I can't give away the secret to our winning formula, however it is safe to say that we do take our racing simulations very seriously. We believe you have to know the sport before you create the sport. This, combined with our development teams being made up of the cream of the crop, puts the icing on the cake.

**PSM:** What's your opinion of the current state of the videogame industry in Australia?

**MB:** The industry as a whole is really moving from strength to strength, and Australia is no exception. Australia's videogame in staller base is actually quite high in comparison to the total population. Australians seem to also have a proud history of embracing new technologies faster than most other countries, which is always a positive sign for an industry still so young and evolving at such a rapid rate.

**6S:** And we now have some outstanding development teams here in Australia. The world's publishers are now looking to Australia to develop games, much like they did with the film industry a couple of years ago. There are now plenty of job opportunities for talented and hardworking people. I would estimate 100 new jobs in game development companies will appear this year, and that will multiply every year.

PSM: Thanks for your time, guys. We're looking forward to seeing what you can come up with on PS2.

Rathag has produced Dirt Track Racing, Leadfoot and Powerslide for the PC, and is now turning its talent to PlayStation2 with a racing and an action adventure game.

















#### It's Fantastic! I PS2 Goes Off With A Bang



ne of the most unusual new PlayStation2 titles now Fantavision, a title that's a true joy firecracker has exploded onto the PS2 charts this month. Created by the people behind Ape Escape, it's a cult

By hitting the colour gems, you

you get a combo linking effect for combo, the more impressive the display. A bizarre mix of action and puzzle, there's also the slightest hint of Missile Command in the way you have to catch the gems.

Fantavision certainly looks a treat and amply demonstrates PS2's capacity for whizzbang, with colours galore and particle effects flying in retina-scorching abundance.

#### ONLYINJAPAN

If you thought the fuss over old pixelnips Croft was misguided, wait till you get a load of this.

Destined for PS2, Primal Image from Atlus is a dodgy old pervo-sim that lets you pose CG models of young women and then take snapshots of them from, uh, "aesthetic" angles. There's a grand selection of exotic you can even dress the models in outfits of your choosing.

Don't expect to see this one appearing on our shores any time in the near future.



Atlus' Primal Image makes Croft look demure.

## Otaku Youth Ninja X is in need of some nurturing...

Such is the quality of ingame imagery being seen on the PS2, it's easy to forget the pre-launch claims of new levels of interactivity and involvement - just what

gaming remains big in Japan. Take the best-selling PlayStation. Managing a must raise your charges, treasure, then use your grown by your mates in a a year after its release, Monster Farm 2 is still one of this nation's favourite

of nurture-gaming is that player to mould and shape a world and record that more involved the player game becomes a reflection of their own personalities. this Ninja believes nurturegaming is a trend to watch.



#### Strider Hiryu 1 8 2

Developer: Capcom Japanese release: Out now Local release: Not announced



In the arcades circa 1989, Strider's all-action ninja hero was a jumping, climbing, rolling, sword-slashing bundle of energy. In his most famous scene, he sliced his way through enough bad guys to shame a Hong Kong fantasy martial arts flick. The makers of Street Fighter just love sequels and have announced a brand new (though still 2D) sequel on PlayStation. The original game will be included on its own CD

#### RockmanDash2: Great Expectations

Developer: Capcom Japanese release: Out now Local release: Not announced



There was a brief moment in recent pop culture when Rockman, A.K.A. Megaman in the West, could have become the slightest bit fashionable. Unfortunately, he has only ever been supported by easy-going, but unexceptional, platform efforts, or ill-advised spin-offs. Rockman Dash 2 gives him another chance for jetassisted superheroics, this time in 3D. It's still not clear whether Western gamers will take to him, though.

#### Chrono Cross

Developer: Square lapanese release: Out now Local release: Spring 2000



Such was the quality of Square's SNES RPG Chrono Trigger, that it was recently re-released on PlayStation with minor updates. It sold incredibly well for a second time. Now Chrono Cross picks up the story with a new look. While it may not have had the time and Yen investment of Final Fantasy, Chrono Cross sees a return to the more soulful feel of Square's late 16-bit output, and even scored 36/40 in Japanese magazine Famitsu as a result.

## Dengeki Charts\*

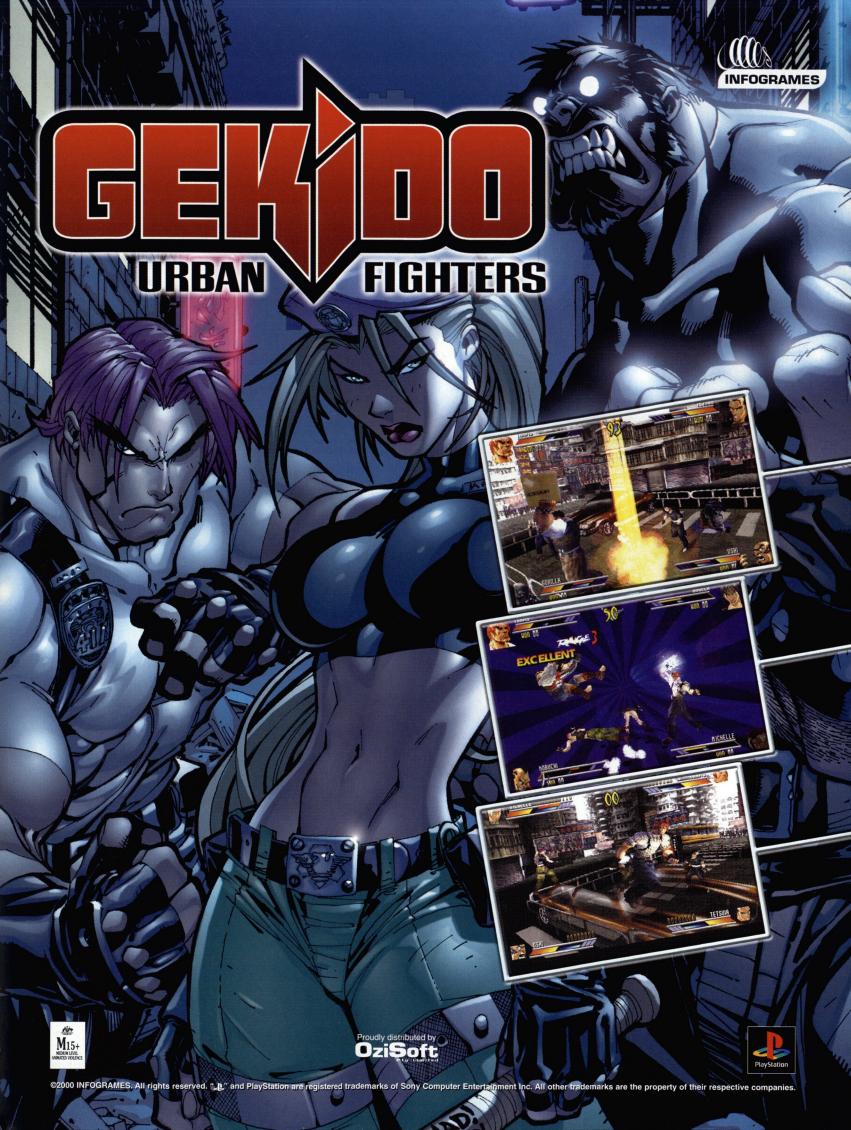
#### Top 5 - Readers' Fevourites

2 Valkyrie Profile	Enix
3 Gran Turismo 2	Sony
4 Final Fantasy VIII	Square
5 Poplocrois Story II	Sony
Top 5 - Sales	
1 Gallop Racer 2000	Тесто
2 MobileSuitGun:Giren's Ambition-Genealogy	of Zion Bandai
3 Vagrant Story	Square
4 Biohazard: Gun Survivor	Capcom
5 Azito 3	Bandai
Top 5 - Eegerly Aweit	ed .
1 Dragon Quest VII	Fnix

3 Tales Of Eternia Namco 4 Super Robot Taisen Alpha Banpresto 5 Star Ocean 3

Square

2 Final Fantasy IX





RICHIE YOUNG BEGS THAT YOU DON'T HEEP IT REAL

## When You Wish Upon A Star HART-RAICHIG RING

he awkwardly titled Walt Disney World: Magical Racing Quest is the latest in a long line of cutesy racers to be announced for the PlayStation, so let's cut to the chase how is the Disney Club planning to beat the Crash Team? PSM spoke to Steve Papoutisis, associate producer at Crystal Dynamics,

"It's a fun two-player racing game which has a really cool single player adventure mode where you try to piece together the magical firework machine for Walt Disney World," offers Steve,

who goes on to explain that the machine got broken when Chip accidentally dropped some acorns into it and Dale tripped over the On Switch. Crunch.

Surprisingly, Chip and Dale are perhaps the biggest Disney stars to feature in the game, the only other recognisable character being the strictly B-list liminy Cricket. All of the other characters - there are about 10 - have been created specifically for the game by Disney. So why are they taking the Mickey out of their own game? "The game is based more on the experience of visiting Walt Disney World rides than on the films," says Steve.

Each of the tracks is based on a different Disney World ride a few of them even have exactly the same layout as the rides themselves. The game does look very impressive graphically, with tracks such as Space Mountain, Pirates Of The Caribbean and Jungle Cruise offering plenty of variety.

The mandatory power-ups and weapons have naturally been Disney-fied, with spinning teacups proving to be deceptively lethal. "We're also working on a guided missile that can be steered by the player." Presumably taking on the form of armour-piercing acorns or a heat-seeking flamingo croquet mallet. PSM is looking forward to finding out soon.







On The Cheap SONY DROPS PLAYSTATION GAME PRICES

Sony has made a significant move to lower the price of games in this country. It has released new titles like Rollcage Stage II, Everybody's Golf 2 and MediEvil 2 for just \$49.95 and cut licence fees to third-party publishers so games distributed by other companies can also fall.

Sony has intimated that the price of Platinum games will also fall, and that new releases like the quirky Vib Ribbon might be released for under \$49.95. PSM guesses that Platinum prices could drop to as low as \$29.95 - the same price as music CDs. With the impending arrival of PlayStation2, there is also much speculation that Sony will drop the price of PlayStation hardware, perhaps even releasing a redesigned console that is cheaper to manufacture and - if rumours are correct - smaller. Sony is determined that PlayStation owners will not be left with an obsolete console once PS2 takes off.

Chris Deering, President of Sony Computer Entertainment Europe, said: "It's reasonable to assume that over time there'll be more cost reduction on PlayStation equipment or even new features." Sony anticipates PlayStation lasting for another three years and is encouraging developers to create more imaginative games to prolong interest in the five-year-old wonderbox. Deering adds, "This initiative is aimed at encouraging developers to explore new forms of interactivity



m not asking \$80, not even \$70. Just \$49.95 and it's yours, love



PEOPLE THAT MAKE YOU SHOUT, "HEY, ISN'T THAT ... ?"

NO.2 LOOHING A LITTLE ON THE JILL SIDE - POSH SPICE Jill Valentine is the bony-shouldered heroine of Resident Evil 3. In the game's profile it states that she weighs a tiny 48kg for her tall frame. And we reckon if Mrs David Beckham were to eat a few pies she could bulk out to be the spit of the chic zombie killer. Both with sleek brown hairdos and chiselled cheekbones, they could even share some boob-tube fashion tips. Hey Posh, say you'll be our Valentine.



"While the Nintendo 64 had some good early releases, game developers don't seem to have pushed the quality of software much further during the console's lifespan. And now they seem to have abandoned the fledgling format altogether.

"Moreover, a definite lack of fighting games, sports games and driving games, together with a plethora of platformers, Pokémon titles and shoot 'em ups, has limited the appeal of the machine to people over the age of 12.

"Mine's a Carlton Cold, and get some mixed nuts or chips

acclaimed slash 'em up *Tenchu:* Stealth Assassins, has managed to combat adventure. This time you control three ever-so-pliable ninja their fighting, strategy and stealth skills. Activision intends to improve weapons and missions. Multiple mission objectives, multi-level boasting many different creeping and sneaking abilities should also help get



On MORNING — radio Matt heard there was 9 inches of fresh powder on the slopes. "Wicked!" he thought. "This calls for EXTRA — crunch", so he heaped on 9 spoonfuls of MILO.

you've g**o**tta be Made Of MILO

pair of platinum-selling albums, I Should Coco and In It For The Money, catapulted three very normal blokes into the big leagues, and spawned singles like Alright and Richard III. PSM spies told us they're well into their videogames, so how could we refuse the opportunity to test Supergrass' collective mettle with a selection of the PlayStation's finest? Exactly.

First to hit the console is Beatmania, replete with wickety-wick-wick turntable controller. For the first round, the musical youth choose a reggae style. Gaz Coombes and Mickey Quinn fail to get to grips with the scratching, but being the Supergrass' drummer, Danny Goffey's on the rhythm. The entire band has a long history of videogame association.

"I was a huge fan of the Atari," nods Danny. "Indy 500 was a great game."

"I always liked Superman on that machine," chips in Gaz. "3D Monster Mites," says the slightly more mature Mickey. "That was on the ZX81. And before that Binatone Tennis, of course."

Tennis? A bit of bat and ball is suggested and Anna Kournikova's Smash Court Tennis duly fired up.

lads are all familiar with the joys of the PlayStation...

"Well we had one once," begins Danny, "but it got broken." How?

"Someone trod on it. At least I think they did. We woke up one morning after a party and it was all smashed. Never really found out what happened...

"I was well into the Tomb Raider stuff," says Gaz, trying to perfect his lob against Danny's work at the net, "Henman style," as he puts it.

"I'm really into rally games," says Mickey, lounging at the back of the room. "That Colin McRae's pretty good."

As if on cue it's time for a game change. Ms Kournikova is evicted to make room for the delights of retro-car action in the form of Driver, which is an instant hit. All three Supergrasses take it in turns to flail around the city crushing front and rear guards and pulling up to other people's bumpers.

"I got the DA up my arse?" enquires Danny.

Um, quite. Back in music-land, a third album has been released from the band, the self-titled Supergrass.

"[The album] took about a year to do in the end, but we had a fair bit of time off in between, what with rehearsals

"No way, I knew kids that could though. I just about made it up a kerb."

PlayStations seem to be inordinately popular on the lonely tour bus, perhaps replacing the traditional groupie with something more manually demanding.

'We had a PlayStation once on a European tour," says Danny, "with the steering wheel and everything. We were somewhere in the Swiss Alps, and the bus driver was really into V-Rally. We used to go on stage and he'd just sit there playing games. Trouble is, after one gig we got off stage and back on the bus to discover he'd broken our wheel. Gutted. He was very professional apart from that."

"Won't have a word said against him," adds a loyal Mickey.

Mr Hawk's board skills, meanwhile, are being fully

"It's cool,' says Danny excitedly. "Look, I can even ollie!" Mickey sits at the back, "I'm crap at skateboarding." The score clicks over 500 points.

"Am I number one or what?" cheers Gaz, currently master of the deck.

#### "We got invited to work on a game once. It was called Silver, and we had to do bits of speech for it ... but I was rubbish so they chopped it..." - Danny Goffey, drummer

"We got invited to work on a game once," says Danny as the game loads. "It was called Silver, and we all had to do bits of speech for it, except they wouldn't use mine. I had to say something like, 'Thank you for saving me', but I was rubbish so they chopped it and just used the others."

Any games you'd particularly like to see made? Danny muses for a while. "Monkey Tennis." Sorry?

"Monkey Tennis. Just think, it'd be great. You could have Wimbledon with different types of monkeys for players. You could have a big woman monkey in a dress blasting balls at you, and then you could have like, little chimpanzees running around really quickly. And a gibbon for an umpire."

"A game with The Krays would be cool, too," Gaz suggests. "You could have Jack The Hat in it, and loads of extreme violence and robbery."

Despite the lack of recognition of GTA: London, the

and a whole load of gigs, obviously," confirms Gaz.

"Move over then, Wreckless Eric," Mickey takes the driving seat for a while. The rest of us discuss the grass roots of the band.

"I think our first ever song was an original track called You Keep Punching Me," Gaz reveals. "It was pretty good, actually. Just about being beaten up massively."

Did that happen a lot?

"Not massively, no. It was just a teenage angst kind of thing at school." Gaz, meanwhile, has taken over the controls and begun sliding his motor round the streets of San Francisco.

PSM is having trouble dragging Supergrass off Driver, but it's time for something new. Tony Hawk's Skateboarding, anyone?

"I used to have a Tony Hawk deck when I was younger," says Danny proudly. "And all his videos, too. I could do ollies and all sorts."

Like, over a dustbin?

We don't have the heart to tell him that the PSM record is 100,000.

Supergrass have a very distinctive sound, so distinctive you might wonder where their influences lie.

'Raving," says Danny, as if it's quite obvious. "I used to go to a lot of raves... It was always pretty big...

Gaz pulls out the big guns, "The Beatles, Marvin Gaye, Elvis... Among others."

Finally, it's down to FIFA '99 to mark out the men from the boys.

"Now it all kicks off," says confirmed fan Danny. "Come on Spurs...

Gaz, meanwhile, takes to the field as Manchester United. "I can't score," the chiselled one complains to no one in particular.

Somehow, Gaz, we find that very difficult to believe.

The much-anticipated third album Supergrass in stores now.

The super trio take a well-deserved break during their world tour and revel in the delights of Beatmania, Anna Kournikova's Smash Court Tennis and Driver.





## Supergrass joins PSM for a rumble through the jungle of PlayStation gaming.

## Kissing Dirt



	GAMEPLAY	GRAPHICS	SOUND	LONG-TERM	OVERALL	OVERALL SCORE
Colin McRae Rally 2.0	It's fast, the cars handle great and the tracks are challenging. Also, the damage system makes you treat the cars with respect.	Colin 2.0 will probably go down in history as the best looking rally game of all time for the PlayStation. The transparent windows and realistic damage to the cars is spot on. So is the superbly detailed scenery.	Nicky Grist is back to call out the pace notes, and the sound of the car is right on the money.	Even if you do manage to master every track in the game and unlock all the secret cars (like the Lancia Stratos and Metro 6R4), you will keep on playing Colin 2.0 because it is the best rally game there is.	The best rally sim yet. Colin 2.0 has fantastic car handling, the best damage system of any PlayStation racing/rallying game, and killer graphics.	46
Colin McRae Rally	Colin McRae Rally set new standards for rally car handling on the PlayStation and really made you feel like you were racing on the edge.	McRae set the mud flying and the water splashing as his Subaru sped around the tracks in his first rally game. You gotta admit, it looks pretty good!	As long as you can understand Colin's Scottish accent, there is plenty to listen to in Colin McRae Rally. The pace notes from codriver Nicky Grist help make this game something special.	Only <i>Gran Turismo</i> had better replay appeal when <i>Colin McRae Rally</i> was released.	In the same way that road-racing fans will always have a soft spot for <i>Gran Turismo</i> , rally gamers will never let this title sit idle for too long.	41
U-Rally 2	The cars in V-Rally 2 are a helluva lot of fun to drive, but they don't slide as well as they should because they have too much grip. That said, the head-to-head racing is amongst the best there is!	V-Rally 2 has detailed looking cars and scenery, but the car damage doesn't reach the standards of more recent rally sims. (Isn't that right, Mr McRae?)	The cars sound pretty good, but the sound-track gets a bit painful after a while.	The team that made the track editor for V-Rally 2 deserves a medal. Players can come up with a never-ending supply of exciting tracks thanks to this superb editor.	This game is a great leap forward from the original <i>V-Rally</i> . The ridiculously long crash sequences have been replaced with great arcade style rallying. A big plus in this game is the fantastic track editor.	39
U-Rally	The cars in this game all behave differently, but you never feel like you are driving a real rallying weapon. To woid painfully long crashes, you have to tiptoe around too much, which robs the game of an adrenaline rush.	V-Rally looks all right, but on closer inspection you see that the seenery is not very well detailed. The cars look a bit too boxy as welt.	The cars sound quite good, but the music is terrible!	You might not feel the urge to keep playing V-Rally forever and ever. However, if you did decide to get right into it, there are oodles of tracks to master.	Most gamers found this simulation style rally game a little too hard to come to grips with. Crashes are frequent, with your car bouncing along out of control for what seems like an eternity.	32
South Park Rally	There's plenty of fun stuff to do and the variety in the racing modes is well thought out. However, the karts don't turn very well, and instead of wanting to stay and race in South Park, you'll want to leave town!	Oh dear. South Park Rally is short on detail, although the kids themselves look okay.	It's funny and it needs to be, too. Without the harsh and smart-arsed comments from the South Park characters, this game would be sonic wasteland.	Hmm: Will gamers still want to hear Cartman shout insults in 12 months time? If they don't then the actual racing and gameplay of South Park Rally won't keep them interested. The racing is just too awkward.	A really cool concept and a chance for Acclaim to finally get a top-notch South Park game out there. But it doesn't quite make the grade, mainly because the karts handle so poorly.	28
Tommi Makinen Rally	Shoddy handling and dull racetracks are the hallmarks of <i>Tommi Makinen Rally</i> . The game is also very short on player options, and basically fails to inspire on every level.	This game is a chor to look at. The cars look boxy and poorly detailed, and the scenery is uninspiring, too.	Pretty generic stuff.	You are talking real shelf filler material here. If you own any other rally game, then Tomin Makimen Rally will just sit there gathering dust.	Tommi, Tommi, Tommi! What were you think- ing when you put your name on this snot-box rally game?	18
Gran Turismo 2	Rally fans will love the way the GT2 cars hard die off road, and the choice of cars to go mud bashing with he excellent. The hill-clin racing is top stuff.	The rallying section of Gran Fullsmo 2 does feel a bit like a last minute inclusion and as such the graphics are not as polished as hey are throughout	Solid all the way through. The raw feeling of the sound- track combined with the raucous noise of the rally cars makes for a good listening	Even though this is a solid rallying game, the other sections of <i>Gran Turismo</i> 2 will distract you from racing in the dirt, and once you have all the best cars	Gamers are used to getting quality racing from <i>Gran Turismo</i> and the rallying section of <i>GT2</i> doesn't disappoint. Is it a solid and fairly realistic rallying experi-	



## RALLY MASTERS

RACE OF CHAMPIONS



G

Proudly distributed by OziSoft.



RALLY MASTERS is based on the real life event THE MICHELIN RACE OF CHAMPIONS - RALLY MASTERS, which takes place at the end of each Rally Season in Gran Canaria.

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**EXCLUSIVE WHISPERS PROM** THE PLAYSTATION RUMOUR MILL - POR YOUR EYES ONLY

You heard it here first. Confidential has received a tip from a very reliable source that Ferrari, the motor industry's most prestigious manufacturer, will be roaring onto PlayStation2. Get your motor running...

We've just received an exciting package from EA. Yes. Inevitably, it's the latest update of its massively successful FIFA series. According to the press release. "FIFA 2000: Harry Kewell Edition features basically the same game engine as the previous FIFA games, but it's personally endorsed by the Australian striker, who appears with a slightly different coloured

Peripheral boffin Qualquim has announced a new 'voice adaptor' for PS2 - The All-Seeing I. In order to enable blind people to play games, the device features a synthetic voice which narrates, in great detail, all the graphics and action as it happens. At a recent press conference, Qualquim chief Joe Kurosawa said: "You will play with the images, but without them!"

Nintendo of America has agreed to provide up to four protective gloves to every owner of Mario Party after claims it could cause repetitive strain injury. Around \$80 million dollars has been set aside for the gloves. Track & Field creator Konami is rumoured to be extremely concerned by the move.

Ouick cheat for Gran Turismo 2: Hold L1 and L2 when you buy any East City car to get the Bionic Rickshawl

The PSM team likes to be more conservative and say "sometime in Spring", but Confidential will stick its neck out this month and reveal the PlayStation2 launch date for the Western world will be September 29. Anvone want to bet \$100 on a different date?

## Spin Out!

inter is on its way, which means it's time to put away the bat and ball, pull up stumps and chase a footy around the park instead. But next cricket season promises to be another ripper, with the sultan of spin once again returning to your console to spin one past Electronic Arts.

Shane Warne's Cricket 2000 is the seguel to Codemasters' massive hit, and offers more features than you can shake a stump at. It aims to be Glenn McGrath-accurate, featuring all the latest international and Pura Milk Cup (Sheffield Shield) players with up-to-date statistics and authentic kits, playing in 29 precisely modelled stadiums from across the globe. Batting and bowling controls will be completely overhauled in an attempt to make the most realistic cricket simulation ever. Jonathan Agnew and Jeff "Tommo" Thomson will provide commentary. Codemasters hopes for a September/October release.



Bail out of EA's game and get ready for four-play, Warnie-style.







New batting and bowling controls should ensure Shane Warne's Cricket 2000 is the PlayStation's premier bat and ball simulation.

#### Anonumous Tip

THE SPY WHO CAME IN FROM THE COLD

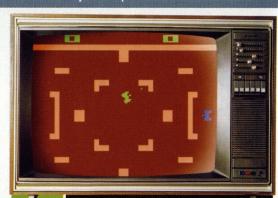
Revolution Software is just putting the finishing touches to the hotly anticipated In Cold Blood for Sony. Top secret details are leaking all over the shop and the game is shaping up to be a cracking stealth 'em up adventure.

Super-spy John Cord is sent to the Uranium-rich Siberian state of Volgia to investigate the disappearance of an American agent. Happily, like most great thrillers, things go awry and Cord is trapped in the country, unable to trust anyone, with evil dictator Dmitri Nagarov breathing down his neck. Ugh.

Cue torture, trickery and betrayal as our hero tries to stay one step ahead of shaven-headed goons and stop global disaster at the same time. The Broken Sword series proved that Revolution are PlayStation masters of mystery and suspense, and In Cold Blood looks like being another benchmark game. Expect a



evolution is fine-tuning the chill factor of *In Cold Blo* 



GAME: COMBAT

FORMAT: ATARI 2600 Believe it or not but there were great multiplayer games before Tekken, Crash Team Racing or FIFA arrived on the videogaming scene. Combat on the wood-grained Atari 2600 console is still hysterical fun against a mate, nearly 25 years after it was made. We recommend you pick it up at your local pawnshop today. The Combat cartridge featured both tank and plane games in many variations, but the classic was "Tank Pong" where you crept around a labyrinth in your trusty tank and tried to shoot down your chum. The fun was in angling your tank so that the fire would bounce off a series of walls before finally reaching its target. Another classic Combat game was bi-planes with clouds. Players could hide in the clouds and perform nifty 180-degree turns without their opponent suspecting a counter attack. Guaranteed giggles.



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## No Pain, No Gain

Like your wrestling strictly hardcore? PSM checks out the stars of the soon-to-be-massive

ЕСШ

Hardcore Revolution.

Welcome to the Pleasure Dome...

Men stumble out of bars, into the bright midday light, blind drunk. Kids on street corners tap dance on dustbin lids. New Orleans is one very strange place. Take their wrestling, for example. It's known as

ew Orleans, Louisiana. Heart of the Deep South.

Extreme Championship Wrestling and it's the inspiration for Acclaim's latest slap-fest, ECW Hardcore Revolution. Scenting blood, PSM arrived in town with investigative hat slanted at a mysterious angle.

It seems your traditional grappler, Gentleman Jim, in his smalls, covered in lard, clasping another bloke by his pants, is no longer enough for our fun-loving American chums. They've got to take it one step further. Gentleman Jim, in lycra, with grease, but dripping in blood with a large fork firmly implanted in his skull, tied up on ropes made entirely from barbed wire. Not nice. We had to check it out..

Inside the Alario Centre on the outskirts of New Orleans, 5,000 fans are baying for blood. Meanwhile, burly wrestlers pace up and down backstage psyching themselves up for the onslaught to come.

"We put our lives on the line every night," grunts Danny Doring, resplendent with slicked-back hair, blue spandex tights and shiny, black, knee-high boots.

Every wrestler at one time or another is going to be badly hurt," agrees Awesome, a large man sporting a delicately-coiffed mullet. Apparently Awesome's not his real name. "Probably gonna suffer a career-ending move. I've suffered three, but I haven't ended my career yet.'

Some of the injuries these people take in the lineof-duty are enough to make Mick Doohan wince.

"I've busted both the interior cruciate ligaments in my knees," Awesome explains nonchalantly. "I've had them reconstructed, I've broken a bone in my elbow and I've got a couple of screws in it, but those three were the most major accidents."

It's hardly surprising given what the little ECW monkeys actually get up to in the ring.

"You see more hardcore things, more chair shots, more tables breaking... And way more blood," smiles Danny, "Lord knows what you'll see. I'm still trying to get over the forkings and the staple guns."

S'cuse me? Forkings?

"A fork to the head," he shrugs, "Or last night we seen a pitch-fork to the rear. Angel running around backstage looking like he'd gotten bit by a vampire, with two big holes right in his derrière. I just watch to see what's going to happen next. Personally I don't do that, I don't want to hit anyone with anything."

ECW differs from other federations because there are no characters as such. It's not theatre. It's real blood. It's real barbed wire. It's real pain.

Awesome eloquently explains his motivation for getting involved in bloodsport, "I'm a bad-ass. I'm just a big bad-ass. I like to kick everybody's ass." Hmmm, okay... Reckon you could've taken on Big Daddy?

"Who?" glowers Awesome darkly. "Bring him over here and I'll kick his ass."

Errm... He's dead, PSM informs the gentleman.





| "You know I'm bad…" 🔃 This man claims he is incredibly good looking. 🔞 "...I'm bad…" 👊 This chap is similarly convinced of his own beauty. 锔 "...you know it..." [6] This bloke, however, is just plain ugly.

"Oh...," he pauses mid-bicep flex, "Well bring him over anyway, it'll be easy..."

Aside from the violence, a key draw to ECW is the fact that the ladies play an active part in the proceedings. We're not talking glamour girls who roam the ring with round cards, or the soap opera-style bad-tempered housewife whacking her husband's tormentor with her handbag. Nah, these Amazons mean business. Threethere's actually such a thing as classes in barbarism? "I trained six years ago, the only woman in the class, and seven months later graduated and got the job."

And the Sparring with Forks course is unisex?

"I trained with me, I was the only girl. There was me and three other guys and none of the guys made it but I did. I did everything the guys did and now I'm here. And to work in ECW, the women have to do as puncture each others scalps with a big fork, before leathering each other round the head with a table that has been handily propped up in the ring. Rumour has it they sometimes (whisper it) cheat and use razor blades to open up bloody wounds. So that's all right then, it wasn't a stab wound after all, just a slash round the head with a cut-throat razor.

By this time the crowd is going wild, screaming for

#### "I trained with me. I was the only girl. There was me and three other guys and none of the guys made it - but I did. I did everything the guys did and now I'm here."

muscle-bound blokes will lay into one equally musclebound woman. It's been known to happen. With chairs.

"I'm an equal-opportunity wrestler." explains Tommy Dreamer, a gentleman who bears more than a passing resemblance to Michael Madsen in Reservoir Dogs.

"I beat men, I beat women... It doesn't matter. I'll fight you, she'll fight you," he nudges the lady stood by his side, who's looking real pretty in figure-hugging gold spandex. How did women get involved in this madness?

"Iwent to wrestling school," explains the intimidating lady, known as Francine, Queen Of Extreme. You mean

much as the men. There's four of us, and we can all kick ass as much as they can." At which point Francine elbows Tommy in the ribs. Tommy doesn't bat an eyelid.

"If he gets in my face I'll smack him. If you get in my face, I'll smack you," she smiles like a modern Medusa. "Nothing personal."

Finally it's showtime, and it really is the most insane, stupid performance you've ever seen. Most people go their whole lives without witnessing a stabbing. But in the confines of the arena, the ECW performers spill out of the ring, battle through the crowds and the combatants' blood as the huge giants stagger around the ring. The final match involves one gentleman holding another gentleman in the legendary Half-Nelson. As the victim's windpipe is choked off, and the blood pressure in the guy's head builds up, a huge bubble of blood wells from a slash wound on his forehead, bursts and drips down his face...

Enough. PSM leaves the building - before it gets a fork in the unmentionables...

ECW Hardcore Revolution is reviewed on page 73.



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#### Freaky Styley

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Resident Evil 3 Nemesis is one of the best survival-horror games ever. It features an excellent blend of action, puzzles, suspense and plenty of fear thanks to the frightening Nemesis. Fancy hanging out with Jill Valentine? We would too, but until she's done with killing zombies and is able to spend more time with her fans, you'll just have to send in loads of entries to win one of these five wicked Resident Fvil 3 Nemesis T-shirts. To win one, describe the appearance and/or hygiene habits of the Nemesis in 10 words or less. Address your entry to "I Love My Valentine".

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#### COMP WINNERS

Rugrats Studio Tour Packs: R. Smith (SA), E Tanttari (NSW) and Daniel Hennessy (QLD).

Gran Turismo 2 Packs: Andrew Stuart (NSW), Cherise Reed (SA) and Patrick Symons (QLD)

PlayStation Caps: Debra McGivern (NSW)

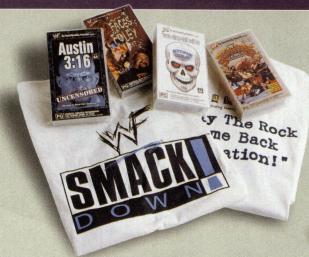
Reiko Nagase Picture Calendars: Belia Week (NSW), Jared Hubber (NZ), Drew Higgins (SA), Anthony Butler (SA), Grant Jenkins (QLD), W Koldbrook (VIC), Julian Austin (SA), James Brouwer (QLD), Brian Lander (NSW) and K. Antonia (VIC)

Here are two of the winning entries from ou Calendar Girl competition. We'd like to introduc. 'Kai' from Julian Austin and Reiko, as drawn b James Brouwer Well dean





#### I'll Have Ya!



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You wanna wrestle? Stone Cold Steve Austin will teach you how! Each new version of wrestling games seems to mark further improvements, but WWF SmackDown would have to be the most impressive that's landed in PSM Towers. GT Interactive has given us five WWF videos and SmackDown T-shirts to give away. The videos include Cause Stone Cold Said So. The Best of the Survivor Series, Austin 3:16 Uncensored and The Three Faces of Foley. Each winner will get a shirt and video each. All the videos are rated PG. Tell us your favourite WWF wrestler on the back of an envelope marked "Better Than A Smack In The Face".

#### Creepy Crawly



It's a rare opportunity when you get the chance to win a genuine gaming gem like this one. Five MediEvil 2 paperweights have made their way to PSM Towers and one of them could be sitting on your desk before you can say 'Sir Daniel Fortesque'! This solid paperweight is the coolest thing PSM has seen since Thing from The Addams Family. Thanks to the generous folk at Sony, we've bundled this collector's item with a copy of MediEvil 2, which features beautiful graphics and all the gaming action you could hope for. To win this prize, tell us what score PSM gave MediEvil 2 in last month's playtest. Address your entry to "Bag of Bones".

#### нош то ептея

Send all entries to *Official PlayStation Magazine*, PO Box 4089, Sydney NSW 1028. Please write all answers on the back of an envelope along with your name, address and phone number. Entries for all competitions close May 30 and winners will be published in the July issue of *PSM*. Good luck!

#### The Rainbow Connection

Just about everybody you know will be green with envy if you're the lucky reader to win this prize. We're giving away PSM's very own (and dearly loved) Kermit the Frog keyring, as well as a shiny new copy of Muppet RaceMania. You'll be able to hang Kermit anywhere you like or take him to faraway places with you whenever you please. RaceMania is the brand new kart game from Sony that features all your favourite Muppet characters. To enter, tell us who Kermit's girlfriend is. Write your answer on the back of an envelope and send it to "It's Not Easy Being Green". And please give him a nice home!

gácemania

PlayStation



A Bug's Life features excellent 3D animation and is a fun game for youngsters. You get to play as Flik and re-live all the highlights of the movie. Lucky for you, we've managed to get our hands on three limited edition A Bug's Life watches along with Platinum copies of the game. Watch plus game equals cool prize! So you want one, huh? Just tell us two types of insect that appear in the movie and send your entry to "Stop Bugging Me".



PHOTOGRAPHY SARRH CALLISTER



Lots of Hollywood blockbusters have a tie-in game, but a lot more miss out. This month **Stuart Clarke** presents 100 movies that should be a game.

alive. Easy is First Class, Medium Titanic - get off the sinking ship is Second Class and Hard is Third Class.

Daliverance – a duelling banjo section and lots of pig squealing. Picnic At Hanging Rock – the school girls must find their way back to reality from the warped

dimension they find themselves in. **5** Of The Desert – become a Adventures Of Priscilla, Queen well-dressed drag queen in the desert.

Jumanji – well, it was based on **6** Jumanji – Wess, after all. Total Recall - lots of action

and special effects. The Thing – survival-horror in a remote Antarctic base, with

a shape-shifting alien as the enemy. The Princess Bride – a comic adventure/puzzle game.

American Pie - you are in a competition to lose your virginity before the prom.

Duel – a one-on-one truck battle.

Apollo 13 – the aim is to get back to Earth alive.

Chitty Chitty Bang Bang - wild racing game in a magical car. Groundhog Day - escape an 4

endlessly repeating day. Hellraiser - Pinhead is even scarier than the Nemesis.

Herbie Goes Bananas/To
Monte Carlo – lots of wild driving action in an old VW.

King Solomon's Mines – action adventure for big treasure.

Mary Poppins – the umbrella flying section would be best. Murder By Death – a comic

The Bodyguard - keep Whitney Houston alive (or not).

Quest For Fire – a puzzle game with Stone Age men trying to discover how to make a fire.

White Men Can't Jump – white versus black basketball

Wings of Desire – invisible angels eavesdrop on

conversations and try and help people. **24** Backdraft – an action-packed fire-fighting game.

Easy Rider – tripped out motor-bike riding along US highways. Attack Of The 50ft Woman - a **6** giant female rampage.

27 The Adventures Of Baron Munchausen – comic fantasy adventure with many styles of gameplay.

**28** Runaway Bride – get away from marrying Richard Gere. 29 Mad Max – lots of combat racing and action scenes. 30 Mad Max 2 - ditto.

Mad Max 3 - with Tina Mad max 3

Turner's character having as small a role as possible.

The Day After – escape from the aftermath of a nuclear explosion by eating cockroaches.

The Shining – get away from a crazy Jack Nicholson.

**34** Body Rock – in the style of Bust A Groove, breakdance your way to the top.

**35** Arachnophobia – horror game with lots of hairy spiders.

The Poseidon Adventure – escape from an overturned cruiser. Towering Inferno - escape

from a burning skyscraper. Showgirls – no plot but sexy undressed girls doing rude things (will be banned in Australia).

**39** *Quiz Show* – try and beat a rigged quiz.

Raging Bull – a hard-core boxing game.

get on board the flying saucer.

The Sixth Sense – a puzzling adventure where you try and work out whether you're dead or alive. 42 Close Encounters Of The Third Kind - avoid the military and

43 Silence Of The Lambs – play as Hannibal Lector and escape from maximum-security lock-up by eating people. someone's life.

American History X – try and avoid a back door hammering in prison and then kill neo-Nazis.

4.5 Barbarella – lots of skimpy clothes and the Orgasmatron. 46 Taxi Driver – take a ride with a body parts flying. really crazy cabbie.

47 Scream – survival-horror.

48 Scream 2 – more comic survival-horror.

Scream 3 – still more of the same, with lots of selfreverential in-jokes.

**50** Poltergeist – try and scare families out of their new homes. The Exorcist - 1000 geffects and head swivelling. 52 The Great Escape – get out of

the POW camp ASAP. **53** Gallipoli – go over-the-top and somehow survive Turkish

bullets. Very high difficulty setting.

**54** Butch Cassidy And The Sundance Kid – on the run from the law, with shoot-outs and long jumps off cliffs.

**5 S** Bonnie & Clyde – two-player cooperative bank-robbing. 56 The Dirty Dozen – tongue-in-cheek World War II action.

Before Sunrise – crack on to a girl before the sun comes up. comic adventure, dude.

From Dusk To Dawn – amusing zombie killing mayhem.

**59** *BMX Bandits* – Nicole Kidman goes a over t on a Mongoose. The Avengers - it just HAS to **50** The Avengers—It just movie. be better than the movie.

Drowning By Numbers pointless but fun to see if you can find all the numbers.

**52** Freeway – spunky young girl armed with a gun deals with psychos on the LA freeway.

Boyz N The Hood – gangstas shoot it out with cops in a tense real-time strategy.

54 Dangerous Liaisons – strategy game with the aim of ruining

65 Cruel Intentions – as above, with spunky younger characters and set in the modern day.

**66**Bad Taste – comedy splatter horror with lots of zombie

Frankenstein – it's about time a reanimated zombie was the hero of a game.

69 Class Of Nuke 'Em High splatter-fest in a high school. The Breakrast Strom weekend school The Breakfast Club - escape

detention and avoid Molly Ringwald. Pretty In Pink – the aim is to go to the end-of-year dance with anyone but Molly Ringwald.

72 The Omen – a real-time strategy, you play either the forces of good or evil.

73 The Frighteners – you're a ghost who must scare people out of homes (or just for the hell of it).

Passenger 57 – defeat a plane hijacker while losing as few

passengers as possible. Bill & Ted's Excellent
Adventure – time-travelling

ExisTenZ – a game about a film about a game. Gone With The Wind – a six-CD

the older demographic.

The Sound Of Music – the hills are alive as you control Maria and try to tame Von Trapp monsters.

Schindler's List – save as many Jews as possible from Nazi death camps.

Armageddon – stop a giant asteroid from hitting Earth. The Hidden – be a life-sucking, shape-shifting alien.

82 Around The World In 80 Days

- come first in a no-holdsbarred race around the globe.

Sacob's Ladder – a nightmarish freak-out of a game, the aim is to discover what's real.

Sliver – a voyeuristic thriller with cameras set up to get a glimpse of Sharon Stone in the shower.

Smokey And The Bandit –
Vigilante 8 with Burt Reynolds.

**86** The Professional – you play a hit man who must kill his targets while protecting a young girl.

**87** Rambo 2 – a mindless action

Rambo 3 – a mindless action game with ridiculous over-thetop violence and no real plot to speak of. The Quiet Earth – role-playing game where you find yourself

alone on Earth after a catastrophy. Point Break – the skydiving sections would be cool, as

would the robbery get-aways. Seven – solve the mystery of the serial killer before you get

Gwyneth Paltrow's head in a box. Or not. Security Sec

and trippy music.

**93** The Matrix – oh, they've read our minds. It's in production. here. The Blair Witch Project - same

Evil Dead – so is the g Evil Dead - so is the game of this

Planet Of The Apes – also getting videogame treatment.

**97** 2001: A Space Odyssey – an ambitious puzzle/adventure -"Sorry Dave, I'm afraid I can't do that".

Police Story 1, 2 and 3 – actually, every Jackie Chan movie should be a game.

Satural Born Killers – a senselessly ultra-violent game about the media glamorising violence.

100 Last Action Hero – It was...

## BACKISSUES



Disc contents - Final Fantasy VIII, Dino Crisis, Quake II, This Is Football, Metal Gear Solid: Special Missions, Tarzan, Legacy of Kain: Soul Reaver, 40 Winks, Crash Team Racing video, Afrika Shox video.



Disc contents - Toy Story 2, MTV Sports: Snowboarding, V-Rally 2, Sled Storm, Centipede, Pac-Man World, Worms Armageddon, NHL Championship 2000, Gran Turismo 2 video, Space Debris video, Ace Combat 3 video, download cheats.



Disc contents - Tomb Raider: TLR, Spyro 2: Gateway to Glimmer, Destrega, Millennium Soldier, Killer Loop, Fighting Force 2, Mission: Impossible, Kingsley's Adventure, Championship Motocross, Gran Turismo 2 video, Jimmy White's Cueball video.



Disc contents - Gran Turismo 2, FIFA 2000, Crash Team Racing, NBA 2000, Rainbow Six, Jade Cocoon, Pong, This Is Soccer, Atariland Compilation video.



Disc contents - Music 2000, Action Man: Mission Xtreme, F1 '99, Ace Combat 3: Electrosphere, Eagle One: Harrier Attack, Colony Wars: Red Sun video, Team Buddies video, Gran Turismo 2 video, Micro Maniacs video, YVJ utility.



Disc contents - Rollcage Stage II, Le Mans 24 Hours, Colony Wars: Red Sun, Space Debris, Demolition Racer video, MediEvil 2 video, Cool Boarders 4 video, Ghoul Panic video, Grandia video, download cheats.

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## PITCHBLACK

Don't be afraid of the dark. Be afraid of what's in the dark,









Pitch Black is the latest science-fiction thriller to come from moviemaker David Twohy. Set in the future, Pitch Black unveils an entirely new and alien planet to the occupants of a spacecraft forced to make an emergency landing.

The craft's pilot Fry (as played by Radha Mitchell), law man Johns (Cole Hauser), as well as his murderous prisoner named Riddick (Vin Diesel), escape from the wreckage unharmed.

What they find next is the unknown—a world that has plunged into complete darkness. Nocturnal inhabitants emerge, making for a thoroughly harrowing journey.

Will they manage to survive? How will this extraordinary environment effect their relationships with one another?

Filmed predominantly on location in Australia, *Pitch Black* is yet another movie that marks big budget filmmaking 'down under' on the map, and one that has real local flavour.

Pitch Black opens in cinemas across the country on May 18, 2000.

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v.mobile and Universal Pictures have *Pitch Black* double passes (valued at \$24.95 each) to give away to the first 200 entries received. To win one, simply cut out the coupon below and tell us in 25 words or less how a v.mobile phone will help you stay 'out of the dark'.

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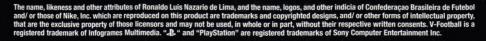
## Play The Greatest Game Be The Greatest Player



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# 



Got a question you just have to get the answer to? Join the club. Here's the top PSM queries of the month...

Q. Will Final Fantasy Anthology ever be released

Q. I bought the Sports Special and the Tony Hawk demo has a problem. I get a "please insert controller" message when I first jump. What's going on?

A. Activision says the demo wasn't supposed to work with Duel Shock controllers at all, but most work fine. Strange! The simple workeround is to play with a digital controller. We also discovered that if you insert a second controller, you can play split screen, then go back and play the single player mode and it'll be fine.

Q. Do you accept work екрегіенсе placements?

A. We're sorry, but we are unable to. There are plenty of magazines here at ACP that do, though. Have a look at www.magshop.com.au.

Q. I'm thinking about buying a Japanese PlayStation2 from en import deeler. Cen you confirm what will and won't work on it?

A. Local games and DVD movies will not play on a Japanese PS2

Q. Why does Austrelia get gemes efter they've already been released in Japan and America?

A. We don't always. The original Colin McRee Rally has only just been released in the US! That said, it can take time to convert games from NTSC to our PAL format, and also translate Jepenese text into English. Most big games now, though, are released simultaneously around the world, like Suphon Filter 2.

#### Q. What's the latest on Colin McRee Relly 2.0's release

A. It's now June. Codemasters decided to hold the game back to add extra multiplayer features.



e d b a c k f e feedbackfeedback feedbackfeedback feedbackfeedback feedbackfeedback



#### Pat On The Back

Hi people.

1. I have been waiting for reviews of A Bug's Life Activity Centre and Mulan, but nothing so far.

2. What a great month for games. I don't think I have seen so many with scores of 9/10 in the one issue. Now if only the distributors could get them into the shops on time. Still no sightings of Fear Effect or Grandia.

3. I like the fact that a few excellent sequels have come out with a super price (only \$49.95 for Colony Wars: Red Sun and the new Rollcage). Makes Renegade Racers for \$79.95 look pretty sick.

Cheers for now. Tony Davison, via e-mail

1. We decided not to review them because they're not games. It seemed a bit unfair to rate them against games. How would you give a score to a colouring book or a kid's toy? A Bug's Life **Activity Centre** is very good for the young 'uns, though.

2. We couldn't agree more. We've been spoiled for choice. Grandia and Fear Effect are fortunately out now. Colin 2.0 is another matter, though...

3. Sony announced its price drops just as we went to press, so we didn't have any time to comment on the new \$49.95 price point.

#### Gotta Catch 'em All

The latest addition to my personal library of games is Ape Escape. I couldn't help but notice the similarity to Pokémon. Just think about it... My younger brother is a Nintendo-sexual and a Pokémaniac, so I know a thing or two about Pokémon. In case you find it hard to comprehend, allow me to explain. Spike = Ash, Katie = Misty, Professor = Professor Oak, Buzz = Gary, Spector = Mewtwo and the

catchphrases "got to catch" = "got to catch 'em all" and "all monkeys" = "Pokemon". Have you noticed these uncanny similarities? Zed, address not supplied

#### No, we hadn't!

#### Dreamer

Everyone is saying how good the PlayStation2 is, but is it true? Technically it will be far superior to the other consoles, but does that really mean anything? What we want are good quality games, not

two- or three-year-old PlayStation games.

If you go down the street and mention Dreamcast, people will say wait for a PlayStation2, You ask them why and they'll reply, "it's got a DVD player". What a cheap trick into luring people into buying a PS2! Sony is making big fireworks about its photo editing and DVD player, but not the games!

The PlayStation2 is a family entertainment system, and I think that its gaming capabilities are being neglected. I admit that the

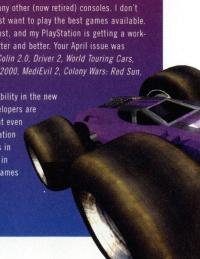
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It just keeps getting better and better.

Unlike many of your more parochial or dedicated readers (no offense, fellas!) I own a PlayStation and a Nintendo 64, as well as many other (now retired) consoles. I don't swear an allegiance to one platform or another, I just want to play the best games available. But lately my Nintendo 64 has been gathering dust, and my PlayStation is getting a workout. Games for the PlayStation just keep getting better and better. Your April issue was amazing - so many brilliant games I want to buy! Colin 2.0, Driver 2, World Touring Cars, Rollcage II, Syphon Filter 2, Micro Maniacs, Cricket 2000, MediEvil 2, Colony Wars: Red Sun, Beatmania, Eagle One, and more!

I think Sony's move to include backward compatibility in the new PlayStation2 is very clever. Obviously the game developers are sticking with the PlayStation because they know that even PS2 owners might want to play the best new PlayStation games. I think I'll still be trying to get all the extras in Metal Gear Solid long after my PS2 arrives, at least in between races in Gran Turismo 2000! On the N64, games have almost stopped — it's a bit sad, really.

Thanks for an informative and enjoyable mag. John Oliver, NZ







PlayStation2 is fantastic, but the most anticipated games are sequels - GT2000, Ridge Racer V and Tekken Tag Tournament. Compare it to Dreamcast - Crazy Taxi, Soul Calibur, Sega GT and Shenmue just to name a few. Dreamcast has sold fantastically around the world.

Remember this, quantity quickly swamps quality, and before you know it console 'X' isn't so cool any more. Robert Salha, address not supplied

We couldn't agree more that it's the games that make a console great, not technical specifications. But that's exactly why PS2 will swamp the Dreamcast. Third-party developer support for Sega's machine has virtually stopped, but PS2 has incredible industry support unprecedented in the history

of videogaming. Sony is certainly focusing on the PS2's gaming capabilities first before it embarks on other areas like an online system. The first wave of major titles for PS2 might be sequels, but it will take time for developers to get the most out of the PS2 and come up with original ideas to use the system's power. And we certainly dispute the fact that Dreamcast has sold "fantastically around the world". More PlayStation's are sold in this country every week than the total number of Dreamcasts bought.

#### **Shopping Spree**

Can you please give us some information on purchasing PlayStation games overseas? We are going to America, Europe and Singapore and are wondering if we were to buy games in these places if they will be compatible with

our PlayStation machine in Australia?

Karen, via e-mail

You must buy PAL games (not NTSC which is used in the US and Japan). Most of Europe is PAL, but once you have done the currency conversion vou will discover it is much cheaper to buy games here. After the US, Australia has the cheapest PlayStation prices in the world. And of course, watch out for pirated products, particularly in Asia.

#### I'm So Excited

Hello PlayStation maestros! I am one of those people who keep themselves up-to-date with technology and gets very excited about the launch of any new product. When the PlayStation2 was launched in Japan, I was sitting at my computer, endlessly searching for news and updates. I can't wait for its Australian release, and just the other day a mission gathered in my brain (only a week after the Japanese PS2 launch) - find a PlavStation2!

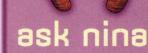
I searched high and low and finally found a small

Japanese import gaming store in the city. I was privileged enough to try out Ridge Racer V and I almost had a heart attack! Then the scariest part of my mission: asking for the price... "\$2000," said the man. "Excuse me?" I replied anxiously. "\$2000," he repeated. Seeing that in Japan the PS2 is selling for about A\$600, that would mean that I would be paying \$1400 just to get it six months early!

Now I understand that it would cost a fair bit to send a PS2 to Australia (in an extremely fragile parcel) but I can't imagine that being over a few hundred dollars.



by anton



Nine suffere from overload this month with all your questions...

Q. What's the price of the PS2 going to be when it comes out in New Zealand and what's the release date? How much are the mes going to cost? Will the syStation2 need special DVD ugs or will it be compatible with a RFU adaptor?

mus, NZ R. There are no official answers to your questions yet, but we are tipping an October release and a price around NZ\$899. Games should cost around the same as current PlayStation games, and there will certainly be an RFU adaptor for sale, but you'll get better picture quality from the supplied AV cables.

Q. What's the latest news on Rugby 2000 from ER Sports? Jemes Peerce, NSW A. It's now Rugby 2001!

Q. I own the game Wing Commander IV and was wondering whether you knew if Wing mmander I, II and/or III exist? on Wasley, Old

released on PlayStation, the other titles are PC-only. They're rubbish, though. Buy *Red Sun* instead.

Q. Who's better at playing the grey box out of you and the rest of the team? You'd smash 'em, wouldn't you? Shane Ascot. NZ

**A.** Jason is currently reigning *Smash*Court Tennis and ISS Pro Evolution champ in the office, although I'm the queen of Bishi Bashi.

Q. Will the *Beatmania* DJ controller be available in Australia?

R. Yes, it comes bundled with the name for \$129.95.



THE JOY COO











▶ Q. Can you tell me where I can get a copy of Sim City 2000?

Steven Hornsby, vie e-meil

A. You probably won't be able to find a new version — it was deleted by EA some time ago. Many stores ош have a good range of secondhand games though, so it'll be worth noing around. Also check out Theme Park World, it's superb.

Q. I found an article on Vib Ribbon and have been wanting this game for some time now. Have you heard from Sony if it will be released here? uart Michie, via e-mail

A. The game will be released in the next few months. Yay!

Q. I was wondering if you know of any wakeboarding games in pro-duction? I was hoping the makers of *Tony Hawk* would do one.

Henry, via e-mail
A. Unfortunately, there aren't any in development that we know of. It would probably be a tough sport to translate onto PlayStation, but here's hoping someone gives it a try. Perhaps you could come up with a game idea and send it to our It Should Be A Game competition?

Q. 1. Will any more C&C games

be coming out?
2. Will there be viruses that could screw the PS2 up? 3. Will *Pinal Pantasy IH* be on

PlayStation or PS2?

4. Pinally, will you stay for good Nina and kick Nino out?
You're so much better!
Jayson (Eliracka) Hellis, via e-mail

A. 1. We'll bet a new Command & Conquer will end up on PS2. Also, Dune is out now, but it's rubbish.

2. It's possible, but Sony will be mindful of the problem.

3. Final Fantasy IH will be out for PlayStation before the end of the year. Check out our news section for

4. I'm blushing!



So for all you PS2 hungry meatheads out there, I think it would be a better deal to wait a bit longer.

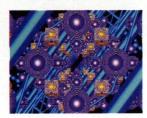
Thanks for the sexy mag! Samuel, via e-mail

It'll certainly be worth the wait. And remember, budding importers, Australian games and DVD movies will not work on a Japanese PS2.

#### A Bouquet

I love RPGs and adventures, but have been just blown away by YVJ on the March demo disc. I've often played about with the PlayStation's music image capacity, but YVJ playing PeeWee Ferris was something great. Will PS2 have music imaging capacity builtin like the grey box? Programs like this will make up for it if it doesn't.

Great mag - love the reviews, demo discs and stuff! A bouquet to PSM! Chris Weatheril, Tas



#### Cop This

Being a police officer, I bought a PlayStation to keep my adrenalin up in times of need, and to satisfy my urges to drive at a frightening rate, solve problems and blow things up, all without jeopardising the public. I've had my PlayStation for about a

year now and have probably spent about three months of that time in hard-playing man hours - much to the discontent of my wife. During this time I have collected quite an array of driving games. Basically I have all the greats - GT, GT2, Driver, V-Rally 2, GTA and Colin McRae Rally, as well as other legendary games like the Tomb Raiders, the Resident Evils and

Syphon Filter.

Due to the fact that I crack wood over driving sims, I frantically ran out with \$150 in hand and searched high and low for a steering wheel that would enhance my PlayStation experience. Didn't happen, I couldn't find one that felt like a real wheel and had to purchase what was on offer - not much.

Anyway, my half-gripe is... Can you tell me why PlayStation developers can make mind-dazzling games but they are yet to develop a steering wheel that handles accurately?

You have talked about new controllers for the PS2, but there has been no mention of a new wheel.

Your magazine is my monthly fix, and it never disappoints. Thanks for making a difference in a copper's life!

J. O'Dwyer, NSW

The analog buttons of the PS2's controller will make braking and accelerating more realistic. But for those who want even more realism and opt for a steering wheel, perhaps PC experts Thrustmaster's emergence into the PlayStation market will bring the ultimate wheel.

#### **Sound Advice**

Congratulations on the magazine and its excellent format and content! I do have one suggestion, though.

As you are no doubt aware, the average age of a PlayStation owner is 20something. And I'm sure you also realise that a large portion of PlayStation owners regard their little grey box as part of a home entertainment megaplex, with their PlayStation connected up to a hi-fi VCR and stereo system. Sweeten the deal with a huge TV and voila... Megaplex!

In addition to the specs you already provide with reviews (Memory Card, players, analog etc) could you add a sound icon to describe the level of sound provided? I say this because all those stereo junkies have, I'm sure, felt the amplified enjoyment of a game coded with surround sound. It makes the experience that much more realistic and all encompassing.

With the release of the PS2 upon us, a revolutionary home entertainment expe-

> rience is certain. The PS2 will introduce

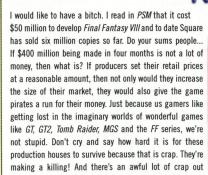
millions to DVD movies and games with Dolby Digital soundtracks. I remember one feature where you had the ultimate Sony TV to go with your PlayStation. This sort of thing is fantastic, as it helps readers to get a system that not only helps them get the best out of their gaming, but also their TV viewing or music system.

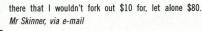
Maybe each month you could also profile a reader's set-up to see how a PlayStation is set-up in different households. I remember that guy who wrote in with a picture of his car-racing setup. That sort of devotion is common and should be acknowledged, perhaps in a small regular section.

Rob M. NSW



We used to use the Dolby icon for supported titles on our reviews and in Greymatter, but found very few titles offered Dolby. But as people upgrade their home entertainment systems and as PS2 approaches, sound is definitely becoming more important. We'll look at reviews of equipment like Dolby Digital Receivers to help people get the most out of their PS2, and we like your readers set-up idea, too.





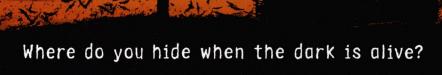


Square doesn't receive \$80. Costs include disc and cover production, distribution, marketing, Sony's licensing fee, the retailer's margin, etc. Square would be lucky to receive \$10 for each game sold. It is a competitive and tough business, and for every title that makes loads of money, there are dozens that don't break even. Anyway, we think \$80 for 100-plus hours of entertainment is extremely good value. Sony is also doing everything it can to lower game prices, with the new \$49.95 price-point. And we think even if games cost \$10, greedy pirates would still copy them.

# BATS



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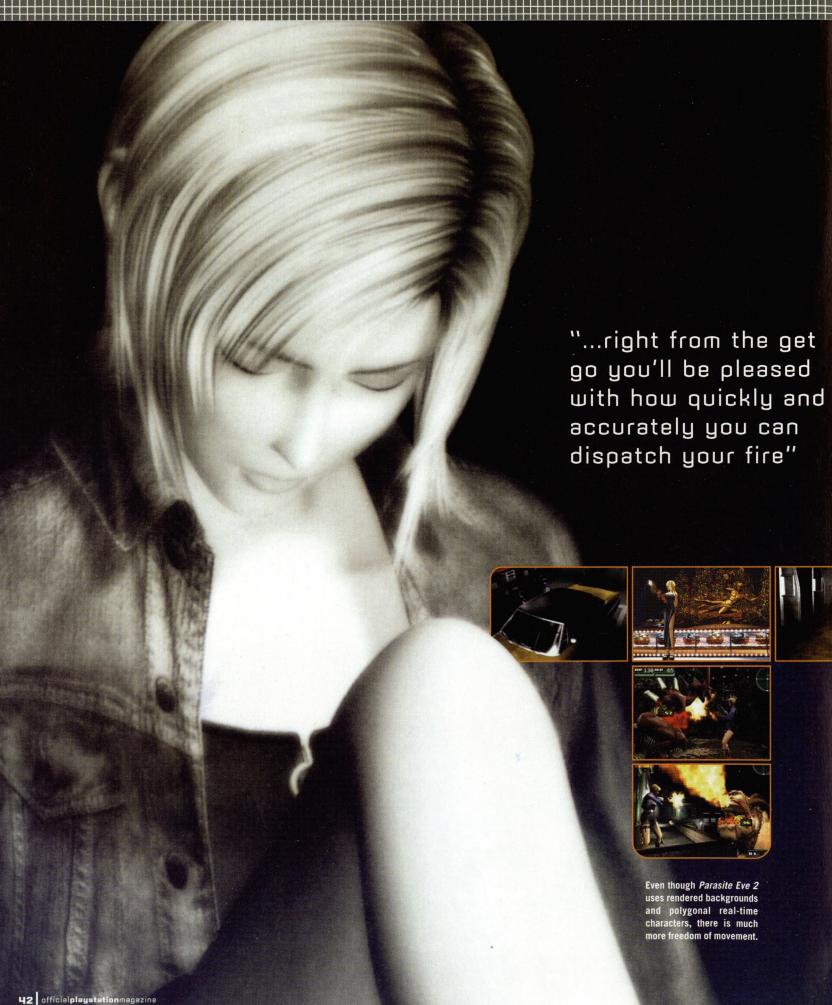
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# PREPLAY



# Parasite Eve 2

Steve Polak gets into strife with icky inside-out bodies conspiring to take over the world again in this Resident Evil-inspired sequel.

irst impressions can be deceptive. The original Parasite Eve, which was shown to the Western media around three years ago, was one of the most stunning-looking 3D adventure titles in the pipeline from any Japanese company at the time. However, when finished, the game was such a disappointment that it never saw an Australian release. and was critically panned in other parts of the world.

The sequel (unimaginatively titled Parasite Eve 2), may also deceive you if you are judging the game on the basis of first impressions, as to be honest it looks a little bit dull. However, Parasite Eve 2 looks like it may surprise a few, as the game is certainly looking better than the original.

The game sees you playing the indomitable Aya again, and our reluctant hero from the first game has moved from New York (the scene of the original troubles) to sunny LA to join a special MIST team (Mitochondria Investigation and Suppression Team). For those of you who haven't played the original game, the Mitochondria genetic plague was the source of all of the troubles in the first game.

Naturally, despite having cleaned up the monsters and all strains of the Mitochondria in New York, Aya discovers that this biological evil is happily spawning in her new backyard, and so it is time to take out the genetically mutated trash one more time.

However, this time around the game has gone through quite a few changes. Parasite Eve 2 is even more closely aligned with

grounds are more detailed and interesting. The introduction isn't quite as impressive as the opera scene that kicked the original game off either. If you haven't seen this scene, it is one of the best-rendered animations on the PlayStation to date.

At the start of the game the date is September 9, 2000. A bunch of Mitochondrial creatures suddenly appear in the Akropolis Tower, a modern high-rise in the middle of downtown Los Angeles. Naturally Aya is sent to investigate and discovers that the nightmare is beginning anew in Cali.

Combat is the logical outcome here, and the game will see you in battle quite a bit. This sort of stuff also feels rather similar to Resident Evil, however, Parasite Eve does differ from its cousin in that Aya is a much more complex character (she is infected with a benign version of the Mitochondria parasite for a start!). Aya has a more diverse range of abilities and attributes, which help give the game more depth and lend it RPG influences.

Not only can Aya combine a wider variety of weapons and objects than Ms Valentine in Resident Evil 3, but the game also sees you earning experience points as you overcome gameplay challenges, and you also have magic points to distribute (which Aya uses to cast parasite energy spells). These options help you to tailor the way you play the game as you can choose to distribute bonus ability points (earned by gaining experience) and help Aya to get better at a variety of skills.

Parasite Eve 2 also sees you going up against Eve, the Virus













### The combat system is more interactive. The game is a little bit textheavy. It also has an obvious debt to Resident Evil. If you liked Resident Evil 3 but want a bit more meat in terms of in-depth gameplay, this is just the ticket. Just don't blame

us if your flesh starts crawling.

that classic of all 3D action games, Resident Evil, and this is a very logical and positive thing. Most significantly the battle system has been changed and improved a fair bit, and you can now move Aya about freely in combat. The time gauge combat options system is also gone, and this sees the game leaning towards a more action-oriented approach than the original.

PE2 opens with a tutorial which sees you down at the pistol (or in this case, machine-gun) range, and right from the get go you'll be pleased with how quickly and accurately you can dispatch your fire. The game takes a big leaf out of Resident Evil 3's book as the auto targeting system in PE2 is very similar, and it works pretty darn well, too.

That said, the annoying (and often inconveniently timed) pause when you have to reload is a real nuisance, as reloading speed is a little longer than you'd like, so you have to conserve the rounds you have in your mini gun and have your magazine drain to empty between successive waves of attackers.

Visually the game is better than the original. PE2 still uses rendered backgrounds and polygonal real-time characters, but you have much more freedom of movement, and the backQueen (naturally). This vile abomination of nature has somehow survived the first game and is up to her old tricks, spawning genetically mutated servants and using her spell-like powers to set flesh on fire. Eve really is a dynamic, evil character (possibly more so than the brilliant Nemesis), and certainly the game makes much of Eve's elusive ability to evade you. However, the mutated creatures you face and the other characters in the game aren't quite as well-animated or perhaps as diverse as those in Resident Evil. There are some exceptions, though. The gas maskwearing warrior (Number 09) is pretty cool, and this slug thing with eyes all over its body is also gross enough to be interesting. The game also sees you teaming up with a host of MIST operatives, and in this sense you don't feel quite as alone in PE2 as you do in the Resident Evil games. On the positive side some of the spell effects are superb, and you do have more tactical options when it comes to dispatching attackers.

Parasite Eve 2's soundtrack isn't quite as haunting as Resident Evil 3, but it more than adequately does the job. The game also has a lot of dialogue, but at this stage there is too much text and not enough speech.

# Hyper Bishi Bashi Soec

Party on dudes! Jason Hill grabs some mates for multiplayer mayhem, Japanese-style.







his absurd party game is a gem. You must not miss it. You won't be able to stop laughing or playing.

The game comprises of a series of mini-games in Mario Party-style. It's typically Japanese - insane, original and jam-packed with hours of gaming frivolity. There are dozens and dozens of mini games included, and they require quick thinking, reflexes, button-bashing, puzzle-solving, coordination and even maths and language skills. You'll be spraying cockroaches, sharpening pencils, karate-chopping baddies, car racing, boxing, making burgers, shooting opponents, playing Pong, growing flowers, the guests and hurl the cake at the right trajectory to clear as many rows as you can. PSM cleared 25 pews before the cake smacked a wedding guest in the head. At this point the rest of the crowd gets to its feet and politely applauds.

PSM also enjoyed games where you assembled rockets to create Manga robots, shook up soft drink cans until they exploded, and a hysterical climbing race up a building with the chance to sit on a golden toilet at the top as your reward. There's also a game where you have to dial a phone number as quickly as possible. Get it right and you'll score a date

# "You'll be spraying cockroaches, sharpening pencils, karatechopping baddies, car racing, boxing, constructing hamburgers..."

juggling, fishing and running along "the conveyer belt of death".

The more players you have packed around the PlayStation, the more you will giggle. But strangely, even when playing alone, Bishi Bashi is hilarious. You can play against computer opponents or against the clock. One memorable game sees you controlling a bride, running away from the altar with a wedding cake in hand, with your groom hurtling along behind you holding your dress up. Like a Track & Field event, you then have to stop running (bashing the buttons) before you get to

with a babe. If you're too slow you'll score a nerd.

Bishi Bashi also contains plenty of Beatmania-style music games, including a Bust A Groove clone called Perm Mania where your funky moves are rewarded by an ever-expanding afro, and a Guitar Freaks clone where you use the analog sticks to play your axe along to the music. A frantic game where you have to play the keys of a piano is hilarious against a friend, too.

Each game is very simple and has instructions before the contest, so even novices will be able to take on experts.



Bishi Bashi will be a superb game to bring out when a crowd arrives on your doorstep.





























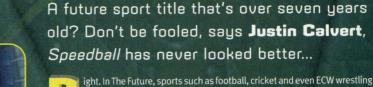








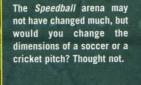








will not be considered brutal enough to entertain a post-apocalyptic public. Nope, The Future will need speedball - a cross between rugby, ice hockey, gang warfare and an ultra-violent pinball machine. Two teams of nine, kitted out in suits of future-armour, take to the field and fight over a metal ball that's designed to be thrown one-handed. Yes, a bit like rollerball. Goals at either end provide the most obvious scoring opportunities, but pinball-



style power-ups and bonuses scattered around the arena give you the opportunity to develop your own playing style - it's even possible to win games without scoring a single goal. Fans of Speedball 2 (a classic on the Amiga) will no doubt remember the importance of the score multipliers situated on the halfway line - they're fairly innocent looking devices, but they have the power to alter the course of an entire game. Hitting them twice will double subsequent scores until your opponent manages to cancel it out. Other game-enhancing devices include two pinball-style bumpers, targets on the walls and – PSM's favourite – ball electrifiers that give the ball enough power to knock down the first two opponents it hits, including goalies.

# Even at this early stage of development, Speedball 2100 plays very much like the "...game-enhancing devices include two pinball-style



bumpers ... and - PSM's favourite - ball electrifiers..." Amiga version of Speedball 2 - gameplay that is still fondly remembered

> new moves, but the Bitmaps are boldly unafraid to stick with the original formula. Likewise, all the pick-ups from Speedball 2, such as reverse controls, goal door and the incrediblyfrustrating freeze team have survived the 2100 make-over, and may be joined by more when the game is released. Pickups on the field include the same upgrades that you can buy for your players in the gym - shoulder pads, gloves and helmets all improve different player attributes for the duration of the match and should not be overlooked as you make mazy runs around the arena. There are several tournaments and leagues for you to compete in, and each of the 16 computercontrolled teams has its own particular strengths and playing style. Lethal Formula, for example, specialise in injuring their opponents with brutal attacks - not a bad tactic if you can target your opponent's star player or keeper.

today. The developers are still toying with the idea of implementing

Two-player is where it's at though, and this is also where Speedball 2100 offers the most significant improvements over Speedball 2. You can now name your own team, design their kit and even design each individual player's appearance and attributes. You can then save your team on a Memory Card and play against your mates. This feature says a lot about the way in which the Bitmaps have approached Speedball 2100. Not content with making a top future sport game, they've included extra features that could see Speedball 2100 competing with the likes of such 'proper' sports titles as FIFA 2000. All without the need for flashy licenses. Good one.



Classic gameplay, great new



limited transfer market, and you can't currently turn powerups off



This must surely be one of the most overdue sequels to finally make its way onto PlayStation. Fortunately, the gameplay shines

Publisher: Metro Games | Developer: Midway | Release date: Out now | Origin: US | Style: Racing | Players: Two

HYDRO THUNDER

This game will get your veins pumping wit adrenalin. In a traditional arcade style, Hydro Thunder is a frantic race on water when you compete against other ruthless madmer The game looks great, with no sketch graphics, and the gameplay is fantasti with strong physics and controls tha enhance the tough, no-holds-barred action

The main objective is to get your craft over the finish line first, collecting differer boosters and finding numerous shortcut along the way. There are nine powerfu machines and 10 large, well-designe cracks to unlock, and with cash bonu

and entry fees, Hydro Thunder is a huge challenge - both in terms of gameplay and whether you're destined to be a lucrative racer or not. The money that is earnt though can only be spent on competition entry fees further in the game, rather than more worthwhile items like engine or hull upgrades.

Obviously the water physics in this game will be hyped. Water is one of the most difficult elements to re-create in a game, but the Midway team has managed to do so commendably. The handling of the machines are good against the force of the

water, and it looks cool too, from huge crashing waves to the silky-smooth appearance of the open water ahead of you.

With plenty of action going on (almost too much), it seems (at times) that the PlayStation is almost struggling to keep up, with the occasional frame dropping Hopefully, such problems will be ironed out.

Hydro Thunder is addictive action, ever if the loud, boisterous American guy yelling down your ear during the race begins to annoy. But with the variety of futuristic boats and insane racing tracks on offer, you'll soon get over him. RY



Ready, set, go! Get your craft over the finis line first in *Hydro Thunder*.

#### Publisher: Ozisoft | Developer: Infogrames | Release date: May | Origin: France | Style: Soccer sim | Players: Two

Infogrames' has secured The Phenomenoi himself to endorse the latest PlayStation kickabout. The Infogrames plan is to recreate the carnival atmosphere that surrounds a Brazilian international match - the explosion of colour, noise, exuberance and sheer expectation that makes awestruck commentators thumb desperately through their Big Book Of Clichés. Ronaldo will ape this effect with distinctly South American crowd chants, spectacular stadiums and plenty of Brazilian imagery throughout the menus
The level of detail is immediately apparen

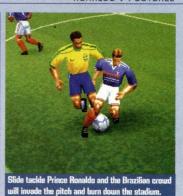
as Brazil takes to the field holding hands while the crowd starts chanting along with samba-style drummers and throw flares on to the pitch. Graphics are on a par with FIFA's, and beneath V-Football's stylish exterior lurks a capable graphics engine.

Every player on the field has their own characteristics such as height, build and a range of ball skills, but Infogrames is banking on the AI to really let off your air horn. Each player's behaviour is to be individually modelled, so they'll behave like their real-life counterparts. The idea is that you'll be able to anticipate the

novements of your team because certain players generally make certain runs. Or you'll be able to break up opposition moves because you know a particular player always tries to find his favoured team-mate. This along with the all-important goalie Al, hasn't yet been fully implemented but, along with the ability to change tactics without pausing, it's an exciting prospect

V-Football looks closer to ISS than FIFA n terms of control method and playing style. But whether the Brazilian wonder boy has the style to beat Konami's masterpiece remains to be seen. JC

#### RONALDO V-FOOTBALL



Publisher: Sony | Developer: Whoopee Camp | Release date: July | Origin: Japan | Style: 3D platform adventure | Players: One

Lock up your farm animals. Tombi 2 is coming to town and he's ready to hump anything that moves. Pigs? No problem. Pelicans? Humped in mid air! Butterflies? Humped. Chimpanzees? Humped. In fact there aren't many things our intrepid hero isn't willing to get to know better, in a lusty sort of way. Of course these little flings don't last very long and when he's finished, Tombi just throws them away. He's an old-fashioned kind of guy..

In this new adventure poor Tombi has been washed ashore on a strange land and has to make a new set of friends if he's

going to find a way out of his predicament.

Apart from Tombi's romantic inclinations, he has a love for acrobatics and puzzles. And he's at his best when he combines all three, like when he's trying to figure out how to get up a tree in order to pull off a leaping hump attack on a hapless pelican.

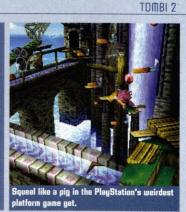
The game poses many such problems as you make your way from one region to the next, trying to perform your herioic deeds and find a way home.

Tombi 2 is a big, bright and playful world full of interesting creatures and original puzzles. Fans of good ol' platform

games, as well as RPGs and action titles will find a little bit of something here for them. And even though Tombi 2 is aimed at younger gamers, older ones are sure to find him amusing.

The graphics are quite impressive better looking then any cute Saturday morning cartoon, and the controls are responsive and accurate.

Overall, Tombi 2 is looking quite good. Some effort has been put into making this game as original as possible and people who think they've seen all there is to see in this genre may get a pleasant surprise. GS



Publisher: GT Interactive | Developer: Honami | Release date: May | Origin: Japan | Style: Fishing sim | Players: Two

Fishing games have long been the brunt of jokes from many gamers but unbeknownst to them, a dedicated legion of PlayStation fishermen does exist. And it's arowina!

Fisherman's Bait 2: Big Ol' Bass is the latest agua hunt to come from the Konami studios and offers a load of new modes. The gameplay, ranking and credit system has arcade stylings, much to the benefit of the game. Hell, if it really was that accurate, there'd be plenty of fiddling around and gooey bait slime all over your hands, not to mention all of the waiting, and waiting, and...

Big Ol' Bass' modes include beginner, tournament, free fish, vs. play and a cool mode called, wait for it, 'world monsters'. This level allows you to catch rare fish in exotic, imaginary places - cool stuff after a long week at work! You even get a breakdown of your 'hooked-to-catch' ratio as you save your progress to a Memory Card.

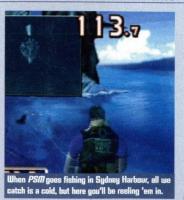
Of course, you'll open up a greater selection of lakes and lures as you increase your cumulative weight total. The selection that you begin with is already wide, though. Each lake looks good, but more

importantly, they're well-stocked with hungry fishies.

Despite the name, there are other fish types to be had. We caught Snakeheads (plenty of 'em), Bass (a fair haul), various trout, (enough to feed a tribe) and a peace perch (one) amongst others.

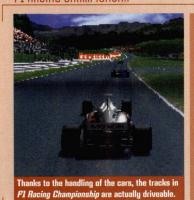
As with real fishing, line tension, lure colour and your reeling technique plays a major part in your success. And it must be said it is pretty exciting when you've hooked a whopper. This should be one of the best in the fishing genre, although obviously it has very limited appeal. RY

#### FISHERMAN'S BAIT 2: BIG OL' BASS



#### F1 RACING CHAMPIONSHIP

#### Publisher: Jack Of All Games Developer: Ubi Soft Release date: May Origin: France Style: F1 sim Players: Two



Taking on rivals from EA, Sony and Lankhor, Ubi Soft's F1 Racing Championship will have to go some to avoid being left at the starting line. The game is very arcade-orientated, and there's even a 'Pick Up And Play Mode' with four levels of difficulty and four tracks each.

Of course, the simulation aspect is in there, and having an official FIA license helps to maintain the accuracy of the teams and tracks, but F1 Racing Championship also manages to feel different from its rivals. It looks almost

cartoony with bright, vibrant colours and a car that handles (in easy mode at least) like a go-kart. You can race the whole championship in an arcade style or pick any of the 16 tracks of the '99 season.

Realism is always an issue with any F1 game and Ubi Soft has gone to near-psychotic lengths to ensure every aspect is up to speed. There are different surfaces with different abrasion effects like track, grass and gravel traps.

Another key feature is the driving

school mode. With L-plates on, a ghost car paces you round the track, advising on braking points and how to maintain the racing line. Driving school is only available in the simulation mode, but it's useful for familiarising yourself with the tracks before entering the battle for grid space. It's also the first time it has been tried in a PlayStation

So will F1 Racing Championship take a spot on top of the podium when it's released? Quite possibly, It'll be in the top four at least ... DM

#### JIMMY WHITE'S 2: CUEBALL

#### Publisher: Virgin/Ozisoft Developer: Awesome Release date: Out now Origin: UK Style: Snooker sim Players: Two



plete with jukeb

The PSM office is always partial to a, ahem, working lunch in the local pub. And one thing likely to protract any such liquid meeting is the opportunity to sink some balls on the pool table. Its undoubted popularity among the inn-set is easily explained by its close proximity to those beer taps... But does it make an involving videogame? Vintage designer Archer Maclean has persuaded Virgin that it does by working on the clumsily titled Jimmy White's 2: Cueball.

Of course, the main features are the full-size pool and snooker tables, complete

with customisable rules and ballpositioning practice games. But Jimmy White's house, a fictional version of which has been recreated so that you can wander through the various rooms to reach each game, has been populated with a number of alternative entertainments, including darts and draughts, and an arcade machine with the Defender clone Dropzone on free play.

The four competitive games are set up for two players, but there's also the option to play against the PlayStation, with Jimmy White lining up a series of increasingly

competent opponents, all of which have to be beaten before you get to take on the Londoner himself. Mr White may never have won the World Championship, but until you become an expert at the complex control systems, you can be sure that he will give you a resounding thrashing.

The physics system is exemplary and can be put to the test when practising, thanks to the handy line-plotting option that shows the path of every ball on the table. Even if it isn't an alternative to the real thing, Jimmy White's 2: Cueball could improve your game. SO

#### SILENT BOMBER

#### Publisher: TBA Developer: Studio 3/Bandai Release date: TBA Origin: Japan Style: Blow 'em up | Players: Two



As the ultra-cute Bomberman games showed, blowing up your enemies with well-placed incendiary devices is often more rewarding than showering them with a hail of bullets Quake-style, Happily then, Silent Bomber takes the art of bombing to a new level, by putting you in control of a character who is armed with nothing else. despite the fact you're hideously outnumbered at every encounter.

Bombs can either be placed on the ground or thrown at enemies before you move to a safe distance and trigger the detonation. Initially you'll find that most enemies can be taken out with a single blast, but later in the game you'll encounter enemies that can only be stopped by multiple hits, more powerful types of bomb, or by stacking bombs on top of each other. As you progress you'll collect tokens known as E-chips that can be spent on upgrading your weaponry after each mission. You can increase the number of bombs you're able to activate at once and increase the area of their effect. Bomberman anyone?

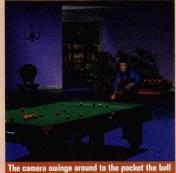
You'll face wave after wave of increasingly-powerful enemies until, at the end of each mission, you encounter an

ungodly boss character about 50 times your size and 100 times better-armed.

Graphically Silent Bomber isn't quite in the same league as Syphon Filter 2 or Metal Gear Solid, but the animations of the main character are superb and the cut-scenes are near Resident Evil in quality. Of secondary importance (but still entertaining) is the two-player deathmatch mode. Extra characters and arenas are earned in the single player game before you go head-to-head in a bombing duel that amounts to a beat 'em up with bombs. Look out for a review soon. JC

#### WORLD CHAMPIONSHIP SNOOKER

#### Publisher: Ozisoft/Codemasters Developer: Blade Release date: May Origin: UK Style: Snooker sim Players: Two



is headed for to give a televised view.

Snooker games beg the question why? A gentle pursuit invented for evenings pottering around the lounge, why would anyone want to play it on the crackling grey joybox that now dominates most loungerooms in the country?

Blade actually employed four PhD physicists to get the ball physics right, and it seems the trouble and expense was worth it. The game is incredibly accurate and the physics seem faultless. If you miss a shot it's because of your own lack of skill or judgement, not because the balls are square or the table's got

a lean. You can line up your shot with handy motion blur effects showing you the path of the cue ball and its target after impact.

The game's atmosphere is also spoton, with Blade painstakingly recreating the intense atmosphere that makes great snooker matches so compelling. The breathy commentary, the dry coughs, the immaculate players nervously twitching in the corner or chalking up before a crucial shot. Some superb camera angles also add to the effect.

Playing modes include quick start,

championship, match, tournament and trick shots. There's plenty to keep you playing, and you can't just swan straight into the world championship, you've got to hawk your shaft around snooker's wildest regional clubs before you can wipe the floor with the motion-captured likes of Stephen Lee and Stephen Hendry. While many hacks will bemoan the lack of uncouth pool games and other arcadestyle offerings like those found in the more accessible Jimmy White's, this will no doubt be the snooker connoisseur's simulation of choice. JH

# N-Gen Racing

The Wipeout designers have gone out on a limb by building a futuristic racer. Steve Owen wonders can it possibly work?

ind a comfy balance between Gran Turismo, a flight simulator and Wipeout, and you'll probably end up with something similar to N-Gen Racing. Curly Monsters created Wipeout and Wipeout 2097 for Psygnosis but it has now fallen into the welcoming arms of Infogrames for the next stage. N-Gen Racing is a very slightly futuristic racing game, where daredevil pilots blast genuine jet fighters around pseudo-real-world locations in an attempt to show off and snog girls.

Throwing an aeroplane around just above ground level may sound suspiciously similar to Wipeout, but there is more to N-Gen Racing. For starters, you can climb to different heights. While you might go faster nearer the ground, it's essential that you pass through checkpoint rings, some of which are inevitably up in the ether.

Of course, the future's MTV Generation will only watch sport if people are killing each other, so your aircraft has the full complement of weapons, including guided missiles. Your defence is to either keep out of everyone's way, or upgrade your own aircraft using the winnings from earlier races. Speed improvements, stealth designs that repel homing missiles, increased airframe strength, extra manoeuvrability and more efficient afterburners wave at you from behind the shop window. You are weak and you must purchase.

Graphically, N-Gen Racing seems to be squeezing everything it can from the PlayStation – the single player game fills your TV with luscious lighting effects, screaming by at several hundred miles an hour. And with the design care that only a Wipeoutrelated game could achieve, together with a thumping soundtrack mixed by the Ministry of Sound's Matt Darey, this is vying to be the cool buy of 2000.

Inevitably, it seems, if you loved Wipeout, yearn to race without sticking to tarmac, or think that Gran Turismo is just a little too realistic, N-Gen Racing is about as fast-paced as it's going to get this year. 4







"...daredevil pilots blast genuine jet fighters around pseudo-real-world locations in an attempt to show off and snog girls





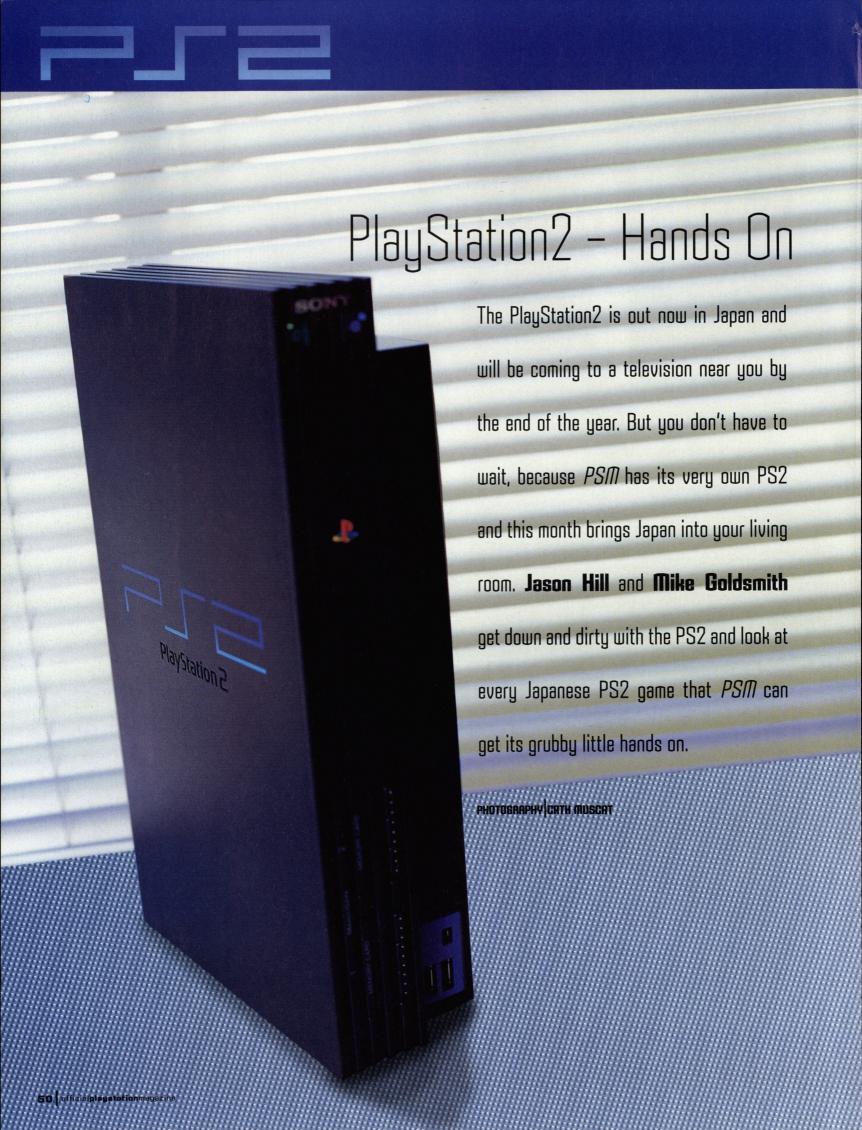








Eight new locations with reversible courses means 16 different races! You must follow set courses around the 3D sets, so no





#### RIDGE RACER V

POWER-SLIDES A-GO-GO, THE RIDGESTER RETURNS

INAMCO

For all the PS2's train sims, dating games and firework shoot 'em ups, there are three games that just about everyone wants to play - and Ridge Racer V has hurtled to the front of the pack. Get a load of this: the game runs at a smooth 60fps; has a new racer girl for the real-time intro movie; supports Dual Shock, Dual Shock2, NegCon and JogCon; has five game modes (Grand Prix, Duel, VS Battle, Time Attack and Free Run) plus secrets; features music by famous Japanese composer Mijk Van Dijk; has swapped quantity for quality (don't expect the 320-plus cars of R4); and, best of all, new Gouraud shading techniques and an improved 3D graphics engine means Ridge is still the best-looking racer around. There's an ultra-detailed seven tracks in the game's Ridge City, with cars displaying tyre smoke, semitransparent windows, multiple light source, background reflection on the car bodies and a neat little Pac-Man graphic at the bottom of the screen illustrating your track times.

But the real question is, "How does it play?" Like a dream, or, in other words, like *Ridge* but one helluva lot faster. *PSM* can attest that the cars run as smooth as ice, the courses are classic *Ridge* (the three-day, evening and night tracks had *PSM* bombing through cities in vivid detail), the backgrounds are rich and there is a genuine sense of speed as you power-slide around bends, launch from speed-bumps or just burn down highways, heat haze shimmering in the background.

So, just how fast are those cars? The six cars available from the start are the Danver Toreador (top speed 185.2mph), Kamata Fiaro (171.5), Rivelta Solare (199.5), Kamata Fortune (149), Himmel E.O. (208.2) and the Rivelta Mercurio (174.6), with the top motors reaching over 300mph.

Faults? Well, keeping to the CD-ROM format rather than switching to DVD means there's long loading time, but that's about it. Anyway, you have to wait for quality and *Ridge V* is just that. The original game helped make the PlayStation back in '95 and *Ridge V* will do the same, only better. A guaranteed hit.

CHANCES OF LOCAL RELEASE

A Ridge too far? Not likely! 99%

JAPANESE RELEASE

Ridge Racer V arrived on March 4 on CD-ROM, priced 6,800 Yen.

VISIT WWW.NAMCO.COM FOR MORE DETAILS







HYPERKNIGHT

### TEKKEN TAG TOURNAMENT

HING OF THE IRON FIST RETURNS

TOAMCO!

So Namco is just going to port its arcade smash and make a fistful of Yen, right? Wrong. Tekken Tag is hugely improved upon the version displayed at September's Tokyo Game Show, and far superior to the arcade game. Gone is the parallax scrolling (ie. the background and foreground revolved independently, faking depth for the benefit of speed) and in its place are new arenas (school playgrounds, temples, harbours and even bridges, with beautifullyrealised waterfalls gushing behind the action), baying and disinterested characters in the background, variable weather conditions (arcade levels have been given seasonal makeovers, with 3D snow falling as PSM fought on one level) and the whole 20-plus cast from previous Tekkens - expect such 73 faves as Jin, Anna, Nina and Yoshimitsu, plus the likes of Baek Doo San, Ganryu, Armour King and, returned from the dead, Jin Kazama's mother, Jun. Tekken-heads will be pleased to know that Namco has turned one of the nonplayable characters in the arcade version into a playable one for the PS2 version.

The levels *PSM* has played move at breakneck speed, with no slowdown during combos or, most importantly, between tags. For the uninitiated, *Tekken Tag Tournament* is based around wrestling-style tags — you choose two characters and can swap between them during a bout (characters' energy bars being replenished while off-screen) or even mid-attack. Thus you can now use your juggling technique between two fighters, keeping your opponent up in the air. It works a treat and the PS2 version moves faster and better than ever before.

Anything else? Well, Namco has replaced the arcade intro with a brand new one that uses MPEG2 playback technology for its CG footage – that means the quality and frame rate is better and higher than normal PlayStation2 CG intros (MPEG2 is the video format used to display DVD movies). As *PSM* can attest, the improvement on *Tekken Ill*'s already-sublime intro is immeasurable. Oh, and did someone mention that there's a FOUR-player mode, using MultiTap2? Make no mistake, *Tekken* is back – better, bolder and badder than ever.

CHANCES OF LOCAL RELEASE

PlayStation without Tekken? Why, it's unthinkable. 110%

JAPANESE RELEASE

Tekken Tag Tournament muscled into games shops on March 30 on CD-ROM priced at 6,800 Yen. An official joystick is also available from Hori, priced 3,980 Yen.

QUOXS

VISIT WWW.NAMCO.COM FOR MORE DETAILS

### WHAT'S IN THE BOX?

This is what lucky Japanese gamers find when they open a coveted PlayStation2 box.

#### CONSOLE PACKAGE

- PlayStation2 console
- Dual Shock2 controller
- 8Mb Memory Card
- AV cable
- AC plug
- Total price: 39,800 Yen



The PS2 is a similiar size to the PlayStation, but much heavier.

- Dual Shock2 Controller: 3,500 Yen
- 8Mb Memory Card: 3,500 Yen
- MultiTap2: 3,600 Yen
- Horizontal Console Stand: 1,000 Yen
- Vertical Console Stand: 1,500 Yen
- RFU Adapter Kit: 2,500 Yen
- Terminal S-Cable: 3,000 Yen
- DVD Component Input Cable: 3,600 Yen AV Adapter: 1,200 Yen
- AV Cable: 1,000 Yen
- Component AV Cable (for better quality): 2,500 Yen
- Power Cord: 400 Yen
- Stepping Selection Controller (Jaleco): 6,800 Yen
- DiMAX Sound System: 20,000 Yen
- Tekken Tag Tournament Stick (Hori): 3,980 Yen

Note: AUD\$1 is currently worth 65 Yen



#### STEPPING SELECTION

DANCE DANCE REVOLUTION WITH WORLD PAMOUS POPSTERS

It isn't just Konami that owns the rights to Japan's Bemani craze, Stepping Selection is a PS2 port of Jaleco's Stepping Stage arcade hit. Hoards of Japanese gamers have hopped around to the delights of Britney Spears' Baby One More Time, Steps' Love's Got A Hold On My Heart and bizarrely, covers of '80s terrors like Ghostbusters, The Neverending Story and Footloose. Full video clips accompany your stomping, and, we have to admit, Stepping Selection has kitsch karaoke, teen appeal and two-player challenges, and proves PlayStation2 isn't just bezier curves and polygon crunching.

#### CHANCES OF LOCAL RELEASE

Start campaigning now. 40%

#### JAPANESE RELEASE

VISIT WWW.JALECO.CO.JP FOR MORE DETAILS





### **EVERGRACE**

ZELDA-ALIKE RPG WITH THE ACCENT ON DO-IT-YOURSELF

Good and bad is our verdict on EverGrace. Rather than just stat attacks and bonkers dragons, EverGrace is an action-orientated RPG featuring a white-haired main character battling with monsters in a gorgeous 3D world. Your appearance, sword strokes (your character wields one HUGE circular axe) and armour are all fully customisable. That said, it looks a bit ropy and rushed.

CHANCES OF LOCAL RELEASE

Could be a Sony port via From Software. 55%

JAPANESE RELEASE

Was released in April on DVD-ROM, priced 6,800 Yen.

VISIT WWW.FROMSOFTWARE.CO.JP FOR MORE DETAILS.



Japanese gamers gettin' jiggy wid it at the PlayStation Festiva



ETERNAL RING

RINGS AT YOUR FINGERS, IN AN RPG STYLE

A 3D real-time RPG with bonus first-person adventuring (Doom meets Final Fantasy, kind of), Eternal Ring tells the tale of soldier Cain Morgan, who must quest beyond his Kingdom of Heingaria to The Island Of No Return in search of the mysterious Eternal Ring. The island is overrun by all manner of demons and dragons, but thankfully it also holds 100 lesser rings that grant you magic powers to attack the Island's nasties, transport to forbidden areas, walk on lava or dive underwater. Not only is Eternal Ring a welcome twist on the RPG genre, it's also the only PS2 launch title that makes use of the Dual Shock2 joypad's analog buttons, which can register up to 255 different levels of pressure. For this feature alone, Eternal Ring is an exciting glimpse of the future.

#### CHANCES OF LOCAL RELEASE

It was much anticipated in Japan and has sold well, so this could be a Sony port. 55%

#### JAPANESE RELEASE

Eternal Ring materialised on March 4 in DVD-ROM form, priced 6,800 Yen.

VISIT WWW.FROMSOFTWARE.CO.JP FOR MORE DETAILS



Revealed: this is how discs magically tay in the tray when the PS2 is upright. Sony has put a small lip on he bottom of the caddy. Clever!



The PS2 game cases are very attractive and conveniently include a Memory Card holder.



## Ø STORY

REPREHENSIBLY CORRUPT DATING SIMULATION

Developed by General Entertainment, Ø Story (the Ø stands for 'love') is an FMV 'dating adventure' where the main character is brought back to life by Cupidstyled angels with a chance of reincarnation if he finds true love within six days. Gameplay involves firing animated 'love arrows' at pretty girls (played by famous Japanese teen actresses), with the right shots directly affecting the plot, point-and-click style. So far, so mental. But while Ø Story looks harmless enough (J-Pop soundtrack and cheesy blue-screen effects make it cute, if hardly revolutionary), one scene PSM played had the main character putting drops of GHB (also known as 'liquid ecstasy') into his prey's drink. Within seconds, she has blacked out and the screen fades as your character ominously moves in... Unless PSM has seriously got the wrong end of the stick, Ø Story is one messed-up game deserving of damnation.

CHANCES OF LOCAL RELEASE

Let's hope not. 1%

JAPANESE RELEASE

Out April 1 on two DVDs, priced 7,800 Yen. Maybe it's just a bad April Fool's Day joke.

VISIT WWW.ENIX.CO.JP FOR MORE DETAILS

# GEKIKUUKAN PRO BASEBALI

BATTER UP, IT'S TIME TO HIT THE TRIANGLE

Square's beautiful baseball game has been much anticipated in Japan. The game doesn't disappoint, with perfectly animated renditions of Japan's favourite baseball stars. You can actually see the muscle groups tensing and relaxing, with the nowstandard facial animation also in place. Despite an on-line sequel already rumoured for release in 2001, Pro Baseball remains a defiantly Japan-o-centric title - Square used a Japanese TV commentator to provide in-game voice-overs, has licensed all 12 NPB teams, and motion-captured the respective players. But it would be a shame if it didn't make it over here in all its simultaneous six-player glory.

CHANCES OF LOCAL RELEASE

A little birdie tells PSM this could make it out... 75%

JAPANESE RELEASE

Japanese fans stepped to the plate on March 30 with the game on CD-ROM, priced 6,800 Yen.

VISIT WWW.SQUARE.CO.JP FOR MORE DETAILS

#### DRUM MANIA

BEMANI MEETS THE TOM TOM CLUB

Long before the PS2 launch, we were dying to get our mitts on Drum Mania plus the bonkers peripheral that comes with it. A port of the successful arcade title, the idea is to hit the pads in time with the music á la Beatmania (as the beats cross the line at the bottom of the screen, whack the appropriate pad). If Beatmania wasn't hard enough, this one is tough as hell - manageable when sticking with the pop tunes, but damn near impossible when the drummer goes all Jazz Club. Good news for Bemani freaks is that Drum Mania is compatible with both the Drum Mania controller and the Guitar Freaks controller for the original PlayStation. That means two PS2 games for the price of one (ie. both Drum Mania and Guitar Freaks). As an added bonus, Drum Mania's three-player mode allows player one to play drums, player two to play guitar, while player three is controlled by the computer. Those requiring an instant jamming session should keep an ear out (ahem) for this tough, but compulsive, launch title.

#### CHANCES OF LOCAL RELEASE

Good, but let's wait and see how Beatmania does on the original PlayStation. 75%

#### JAPANESE RELEASE

Drum Mania was out on March 4, packaged with a drum controller, priced 9,600 Yen.

VISIT WWW.KONAMI.CO.JP FOR MORE DETAILS



Drum Mania's visuals could comfortably be achieved on PlayStation.



Batter up for the most dazzling looking sports game we've ever see



#### **FANTAVISION**

OOOH! AAAH! LOOK AT ALL THE PRETTY COLOURS...

Sony's Fantavision hasn't come in for the hype treatment, but the interest is slowly building because it is definitely one of the prettiest games to hit PlayStation2. Created by the team behind the sadly overlooked Ape Escape, Fantavision is essentially a fireworks puzzle game. Set against a backdrop of ever-changing scenes (Tokyo skylines, comet-ravaged space stations), you must explode firework gems in the night sky to produce gorgeous firework displays. Detonate them in the right order, combo-style, and you'll get high scores, new levels and some of the most breathtaking PS2 visuals out there. The gameplay is deceptively simple, yet wantonly addictive (think an upside down Missile Command meets Puzzle Bobble on Guy Fawkes Night). Aaahhh, ooowww. etc.

#### CHANCES OF LOCAL RELEASE

A quality game from Sony but maybe just a touch too Japan-centric, 80%

#### JAPANESE RELEASE

The Fantavision CD-ROM burst on to the scene on March 9, priced 5,800 Yen.

VISIT WWW.SCEI.CO.JP FOR MORE DETAILS

#### STREET FIGHTER EX3

WOAH-OH, STREET PIGHTING MEN!

A PS2 launch title with a proven track record on PlayStation, Street Fighter EX3 is a continuation of Capcom's Arika-developed EX titles – a 3D chunky beat 'em up rather than the 2D Manga styling of the Alpha franchise. Happily, EX3 doesn't disappoint - lightning fast, all our favourite characters (Ryu, Ken, Chun Li, Skullomania and 12 others, with hidden characters allegedly to be added from EX2 Plus) and, of course, those trademark bonkers combo attacks. Characters sport different facial expressions during the bout and the Tekken-style tag option has scraps breaking out all over the place. While PSM still hasn't managed the alleged 10 characters on-screen battle, we've had ballistic four-way bouts that make WWF look like the proverbial tea party. True, EX3 isn't going to convert sceptics because it still plays the same as before, but PSM's thumbs are raw after caning this 'un.

CHANCES OF LOCAL RELEASE

Taste the pain! 95%

JAPANESE RELEASE

Hit the streets on March 4 on CD-ROM, priced 6,800

VISIT WWW.CAPCOM.CO.JP FOR MORE DETAILS



# GRAN TURISMO 2000

AND THE BEST JUST GOT BETTER...

As the by-line goes, "The real driving simulator" and how. Although the track we have on a demo disc from the PlayStation Festival is the one previously shown at the Tokyo Game Show last year, the improvements are just incredible. Choosing either a Mitsubishi Pro or a Lancer Evolution GSR from the option screen (with an MPEG2 movie smoothly running in the background as you alter the colour of your chosen car), PSM is able to tear around Tokyo at lightning speed, suspension reacting realistically to our every sway while tyre smoke billows at attempted handbrake turns.

Visually, GT2000 looks beautiful. The replay shows a perfectly-realised heat-haze as cars plough out from a sharp right-hander, the car bodies reflect the light as if they'd just been waxed with Turtle Wax, while the in-game effects are just gorgeous, the late afternoon sun gleaming through office towers to such an extent that PSM often reaches for the sun visor. Honestly.

Speaking to GT creator Kazunori Yamauchi at Polyphony's HQ after the recent PlayStation Festival, PSM learned more details about the game. GT2000 was delayed due to the extra work needed on Gran Turismo 2. But as rumoured, an arcade version of GT2000 is being investigated. The game will use the analog-sensitive buttons of the Dual Shock2 controller, a four-player mode may yet be included, and the game will NOT simply be a PS2 version of Gran Turismo 2. Expect new tracks and car models, although not hundreds. Plus, GT2000 will feature bonus games, including improved versions of such past Polyphony games as Omega Boost. Oh, and Kazunori-san is working on another, completely different, PS2 game. More news soon!

There's still work to do (the demo is only an old GT2 track) but after playing the beast, the message is loud and clear - no matter what you read, Gran Turismo will make a stunning debut on PlayStation2.

CHANCES OF LOCAL RELEASE

Do you really need to ask? Game on! 110%

JAPANESE RELEASE

Gran Turismo 2000 will hopefully roar into game stores over the next month or two, priced 5,800 Yen

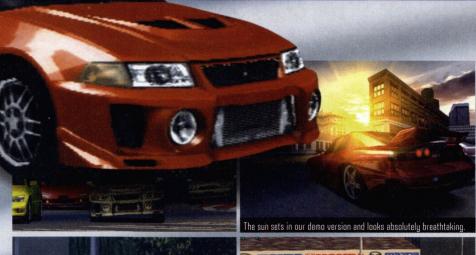
VISIT WWW.SCEI.CO.JP OR WWW.POLYPHONY.CO.JP

#### COUCH POTATO CORNER



As all of you should know by now, the PlayStation2 is not only a big box o' game-playing fun. It's also a more than capable DVD video player. Using the PS2 to play movies is very simple. You just bung in a movie disc and the PS2 will automatically recognise it as such and start playing. You can use the joypad to bring up an on-screen interface, with traditional VCR-style controls like play, pause and fast forward, as well as all the DVD trickery. Features include multi-language, subtitles, multi-angle, multistory and age limitation options. It also supports optical and digital output of Dolby Digital, DTS Digital and full Surround Sound support. Sony has also announced a PS2 DVD Remote Control, which will be a wise purchase for couch potatoes. Sound and picture quality is excellent and on par with mid-price stand-alone DVD players costing similar money to the PlayStation2. Bonus!







372000: the real driving simulator with really awesome visuals.



Can Polyphony add a four-player mode? We're crossing our fing





It might be a little sad to admit it, but playing with trains can be fun. While we keep playing ISS Evolution, Konami prepares the next step.

#### AR

GOOD-LOOKING TRAIN SIM, SURPRISINGLY NOT RUNNING LATE

As the sub-title goes, ArtDink's launch title A6 simply is 'simulation game, railroad management, urban development'. Exploiting the Japanese obsession with simulation titles, A6 puts you in control of a city's railway, where you must construct the tracks Sim City-style. Choose from over 40 types of A-Train and then zoom in on your metropolis (created in beautiful detail, real-time) before riding your trains in first-person view. Unlike Taito's De Go series, PS2 has allowed ArtDink's developers to incorporate city design into the game, so you can relocate everything from football grounds to tower blocks to accommodate your fat controller-type urges. A6 is superb and, although a local release is probably unlikely, it shows just how the likes of Theme Park will evolve on PlayStation2.

#### CHANCES OF LOCAL RELEASE

Highly unlikely given it's about, well, trains... 10%

#### JAPANESE RELEASE

A6 was released on March 4, priced 6,800 Yen.

VISIT WWW.ARTDINK.CO.JP FOR MORE DETAILS

#### JIKKYOU WORLD SOCCER 2000

NOT - WE REPEAT - NOT THE NEW ISS. KIND OF...

The demo disc of Jikkyou we brought back from the PlayStation Festival is disappointing. It's just too slow. While the game is indeed a new ISS, it's not the ISS. See, Konami employs two ISS development teams - one makes Winning Eleven Soccer (which is converted for PlayStation as ISS Pro) and one makes Jikkyou World Soccer (which is translated for the N64 as ISS Pro). Sadly, PSM has discovered that it's the inferior N64 version that has been ported to PS2, with the N64 version's off-putting camera view, over-tall players, stilted motion capture, and fiddly Actua-esque control sadly intact. Yes, it's fluid, but minus the ISS magic we know and adore. We haven't seen it yet, but EA's PS2 version of FIFA 2001 is rumoured to be an astonishing return to form. Will soccer purists have to swap sides?

#### CHANCES OF LOCAL RELEASE

Likely/hopefully to be scuppered by a PS2 version of Winning Eleven. 88%

#### JAPANESE RELEASE

Out soon

VISIT WWW.KONAMI.CO.JP FOR MORE DETAILS

#### PLAYSTATION2 TOP 10

THE TOP 10 GAMES PSM PREDICTS WILL BLOW GAMERS AWAY ON PLAYSTATION2



**METAL GEAR SOLID 2** (KONAMI)

First-person mode with incredibly realistic locations to sneak around? Oh yes!

GRAN TURISMO 2000 (SUUA)

The most realistic driving simulation ever

TEKKEN TAG TOURNAMENT

[NAMCO] Absolutely gob-smacking beat 'em up offering endless pleasure.

MUNCH'S ODDYSEE (ODDWORLD INHABITANTS)

One of the most ambitious and imaginative games ever.

FINAL FANTASY XI [SQUARE]

A complete on-line universe to explore with players from around the world.

RESIDENT EVIL 4

[CAPCOM]

Survival-horror offers new levels of realism and terror.

RIDGE RACER V TOAMCO1

> One of the fastest and most polished racers ever.

DRIVER 3 [REFLECTIONS]

Just imagine the carnage you'll be able to create in dazzling, realistic cities from around the world.

FINAL FANTASY X [SQUARE]

> Square will undoubtedly set new graphical standards for videogames.

FIFA 2001 [EA] Could this be EA's triumphant return to

#### KESSEN

SAMURAI STRATEGY SIM PROM ANCIENT JAPAN

Impressive since it was first unveiled almost a year ago, we finally got our hands on a finished version of Kessen (translated as Decisive Battle) instead of just being wowed by its CG footage. The results? Risk meets Command & Conquer with a samurai vibe. Make your moves C&C style and then watch that tension rise as the real-time battle system moves your army around, while constantly reacting to their Al-driven independent actions. After that, cut to some amazing CG footage as the twin red and silver-clad armies (each made up of over 300 mounted and foot soldiers) lay into each other. Sadly, while Kessen's visuals are undeniably impressive, the game is a little dull - not helped by the almost exclusively Japanese subject matter and move-centric strategy play. At least it shows that the likes of C&C will be unmissable on PlayStation2.

#### CHANCES OF LOCAL RELEASE

The subject matter makes this an unlikely PAL port, 15%

JAPANESE RELEASE

Released March 4 on DVD-ROM, priced 6,800 Yen. VISIT WWW.KOEI.CO.JP FOR MORE DETAILS



I.Q has been spruced up for the PS2 but plays the same.

### I.O REMIX+

BLOCK ROCKING BEATS FOR THE INTELLIGENT

One of three bizarre early PS2 titles from Sony, I.Q Remix+ is a puzzler that will be immediately familiar to those addicted to its PlayStation Kurushi predecessors. A 3D puzzle game, I.Q Remix+ (the 'I.Q' stands for 'Intelligent Qube') features a seemingly Gap-attired young man who must make his way through a labyrinth built from blocks that are gradually rolling towards him. The correct button combos open up routes through the blocks, while incorrect attempts will send you toppling over the edge. Extra modes include Forbidden Wall and Forbidden Maze, plus a two-player option. With a Matrix-style neon-green outline of your player looming real-time in the background and technostyle typography, this is a tension-riddled puzzler for the club crowd that makes use of swirling camera angles and stylish visual effects.

#### CHANCES OF LOCAL RELEASE

A quality game but a touch too Japanese. 85%

JAPANESE RELEASE

It was out March 23 on CD-ROM, priced 5,800 Yen. VISIT WWW.SCEI.CO.JP FOR MORE DETAILS

Hessen's massive and amazing battle sequences instantly impress Unfortunately, the game is unlikely to be seen here. Run like the wind, young grasshopper, or be squashed like an ant.

A dazzling golf simulation that's sure to put everybody in paradise.

#### SNOWBOARD SUPERCROSS

POWDER, PLANKS, RAD, GNARLY, SHRED, ETC

Snowboard SuperCross is a disappointment. True, the characters look incredibly detailed, the eye-candy effects are pretty (snow falling in 3D, the PS2's now ubiquitous fireworks effects) and there's a wealth of options (an adrenalin meter to improve your stunt performance and surreal courses including a halfpipe set on a moving iceberg). But the fact is, it moves slower than snail sex. A woeful frame rate means courses judder by, animations thus look comparatively clunky and given that balls-out speed is one of snowboarding's intrinsic appeals, it's a big disappointment. PSM wants PS2 versions of FIFA and Medal Of Honor, not a good looking geriatric.

#### CHANCES OF LOCAL RELEASE

Expect this to be a launch title here. 93%

JAPANESE RELEASE

Out March 30 on CD-ROM, priced 6,800 Yen.

VISIT WWW.JAPAN.EA.COM FOR MORE DETAILS



wboard SuperCross is pretty, but moves slower than snail sex.

#### **GOLF PARADISE**

SUPER-CUTE GOLF GAME STRICTLY FOR THE HARDCORE

This PS2 update of Everybody's Golf combines cartoon characters (pink-haired teen idols, a slackssporting Tiger Woods clone and a fat fella by the name of Hui Kuikei) with intricate backgrounds and heart-warming gameplay. Four-player split-screen tournaments are also possible thanks to PS2's MultiTap2. Using the usual 'swing-o-meter', we were able to control the fragrant Natsumi Arisaka and whack the ball through falling cherry blossom before putting accurately home, aided by a simple-buteffective on-green grid. PSM likes it, and hopefully so will you come Christmas.

#### CHANCES OF LOCAL RELEASE

Despite a previous lack of Western success, let's hope so. 85%

JAPANESE RELEASE

Released March 23 on CD-ROM, priced 5,800 Yen.

VISIT WWW.TES.CO.JP FOR MORE DETAILS



Be an ultra cool VJ and cut your own funky music clips *PaRappa*-style



is hilarious James Bond spoof film clip features pussy gal



#### TVDJ

SURPRISE SHOW FOR THE CARTOON CAMCORDER SIM

More madness from Sony. Developed by Gonzo, TVDJ (formerly Be On Edge) is an animated TV game that puts you in charge of editing and shooting an MTVstyle cartoon/music show for television. To change scenes, characters and camera angles, you must correctly hit button combos in time with the soundtrack, PaRappa-style. Press **≭** for a close-up, • to change camera angle, etc, with the interface dropping away to a 'Now On Air' replay screen to view your results. The cast is made up of various anthropomorphic cats and the scenarios change as you complete each stage — *PSM* has seen one car chase scene called 'The Codename 777', a James Bond spoof (but with cats...). The cartoon-quality graphics mean this is destined to be a hit in the Manga-fixated Japan, but TVDJ also shows that PlayStation2 technology will inspire innovation.

#### CHANCES OF LOCAL RELEASE

Intriguing enough but again, perhaps too idiosyncratic.

JAPANESE RELEASE

VISIT WWW.SCEI.CO.JP FOR MORE DETAILS

#### COMING SOON...



While we've got a good selection of PlayStation2 software in the office, including finished games and demo discs, there are plenty of games on the way to Japanese shop shelves that we haven't yet had the pleasure to play. Some of these new titles were unveiled at the PlayStation Festival, where developers and publishers used the main stage to show what's coming next.

Developed by newbies Deep Space for Sony Japan, Extermination is a third-person adventure that appears to be a cross between Syphon Filter and Res Evil. Described by ex-Biohazard man Tokuro Fujiwara as a 'panic action' title, preview footage shows a secret

Capcom has also been busy with PS2. Samurai adventure Onimusha is coming along fine — the CG is gorgeous (if almost too moody) and we've seen in-game footage, revealing the game will play almost exactly like Res Evil (characters 'revolving' as they turn). Capcom is also working on Maximo (a 3D version of Ghosts & Goblins, with animations shown of wizards and troll types), Gungriffon Blaze (a mech-style shoot 'em up, with robots and tanks laying into each other) and Silpheed (a Star Wars-esque space shooter with beautiful CG movies). Oh, and at the Festival Capcom also projected one word on to the screen at the end of its presentation that made the entire



appom's Maximo is like a 3D version of Ghosts 'A Goblins

agent battling through arctic waste. He finds an underground laboratory, full of barrels of radioactive waste and apparently, the laboratory for much genetic mutation. Cue explosions, monsters and much, much nastiness for our much-harassed hero...

Perhaps even more impressive is the news that Tecmo is to bring its 3D beat 'em up, Dead Or Alive 2 to PlayStation2. While the original game got more press for its pneumatic breasts than its speedy moves, the sequel looks like it could even give Tekken Tag a run for its money. Developed by the aptly-named Team Ninja, Dead Or Alive 2 moves at an incredible 60 frames-per-second speed, with fighters delivering bone-crunching moves as they pummel opponents over cliffs and off bridges. The backgrounds are as lushly illustrated as the characters, with temples, cityscapes and mountain ranges all intricately modelled. Add on tag options, a wealth of combos and MultiTap2 compatibility (hello four-player mode!) and DOA2 is a welcome addition to the launch line-up.

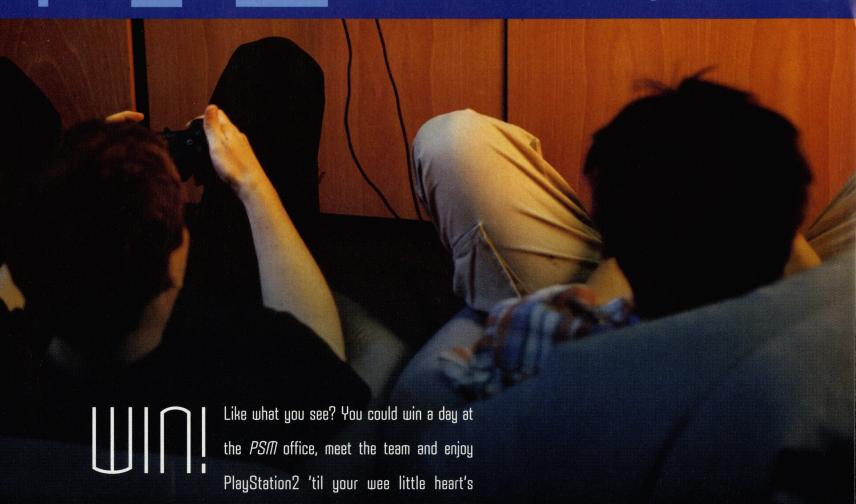


The seriously nasty and seriously fun *Onimusha* from Capcom.

crowd hush. They might not have shown any images or revealed any details, but given that the word in question was Biohazard (Res Evil to Western punters) you can understand the

Dark Cloud, Sony's sim/adventure due out soon in Japan, looks good, with the player able to build moats and trees on a landscape, Sim City-style, and then instantly zoom in real-time 3D. The leaves blowing and water twinkling realistically are amazing.

Other newly released titles or those coming soon to the land of the rising sun include Sony's Popolocrois III, Splash Dive, The King And I, and bonkers coat hanger arcade game, Den Sen Electric Wire. Other games shown at the Festival include Imagineer's Wild Wild Racing (a fun off-road racer out now), Sky Surfer (Idea Factory's skyboarding sim, delayed from launch but out now), Konami's Gradius III and IV: Myth Of Resurrection (old school R-Type style gameplay directly ported from the arcade) and Armoured Core 2 - From Software's mech shoot 'em up that may get a PAL release.



We'll fly you in for the day from your closest capital city and arrange transfers by taxi to and from the PSM office. The prize can be redeemed from June 5 to June 9, 2000.

content! We'll even chuck in a gourmet lunch

To win, just write and tell us the PlayStation2 game you are most looking forward to and why in 10 words or less. Write your answer on the back of an envelope along with your name, address and phone number and send to "I Wanna Play Too", Official PlayStation Magazine, PO Box 4089, Sydney NSW 1028. Entries close May 30 and the winner will be contacted by phone. Sorry, the competition is open to

Australian residents only.

(pizza and Coke).













It was a Royal Rumble in the PSM office this month as the team wrestled with WWF SmackDown and ECW Hardcore Revolution both arriving at once. We also grappled with big games such as Urban Chaos, Resident Evil Survivor, Jedi Power Battles, Muppet RaceMania, Everybody's Golf 2, and more!



- 10 For games that are near-perfect. A must-buy.
- Highly recommended, this is a great game to play.
- Very good. Well worth considering as a title.
- Not bad, but minor flaws mean we have doubts.
- Fairly average. Not really worth purchasing.
- The wrong side of average. We'd avoid it.
- Looking pretty dodgy.

  Major problems here.
- Very poor. Something has gone badly wrong.
- Rubbish. An inept, short-lived game. Just crap.
- Take CD from sleeve and use as coffee coaster.

Urban Chaos	60
Resident Evil Survivor	62
Jedi Power Bettles	64
Muppet RaceMania	66
WWF SmackDown	68
Everybody's Golf 2	70
Ghoul Panic	72
ECW Hardcore Revolution	73
Suikoden II	74
Gekido: Urban Fighters	75
F1 2000	76
The Dukes Of Hazzard	77
Superbike 2000	78
Jackie Chan Stuntmaster	79
Glover	80
Premier Manager 2000	80
Dune	80
UEFA Champions League 99/00	80
Road Rash Jailbreak	81
Fighter Maker	81

Arrest street brawlers engaging in a spot of fisticuffs. That's D'arci Stern's assignment and she's going to need

ausing urban chaos is disturbingly easy when you have a cop's badge to flash. Within minutes we'd commandeered a taxi and knocked over some bins, before abandoning it at a junction causing a traffic jam. With a stockpile of confiscated weapons we depopulated most of Central Park. Finally, we cuffed an innocent civilian for laughs and blew up a 4x4.

every weapon she comes across...

The streets of Union City have been overtaken by a massive and unprecedented crime wave. You control police officer D'arci Stern, a front-line cop and no stranger to crackpots or crackheads. It's time to kick some arse and clean up the streets.

Despite its 3D grittiness, Urban Chaos is surprisingly reminiscent of many older games. Double Dragon and Final Fight for the taptap combat with collected weapons, Syndicate for its living city of pedestrians and jackable cars, and GTA for the rapid-fire barrage of varied missions and unexpected developments. And although you're not supposed to play Bad Lieutenant, you can abuse the game in that fashion because of its free-form nature and attention to detail. Indeed, one of the game's strengths is the freedom given to the player to explore, and the feeling of wandering about a real city populated by all manner of people is impressive.

For all the driving, climbing and running around in-between, breaking crime-scarred faces is the focus. The fighting moves are retro-simple, but there are enough of them to give you plenty of combat options in any scrap. It's not long before you're happily tackling multiple aggressors with sideways knockdown kicks and damaging knee thrusts. You can grab items like shotguns, grenades, knives, baseball bats and rifles and put them to good effect. You can also talk to anybody wandering around the streets, throw opponents to the ground (to arrest them or just stomp on their heads), crouch, crawl, and leap over obstacles like fences. There's often more than one way to solve a challenge and you even have to use Metal Gear-like stealth.

It's a massive and rewarding adventure with bags of variety. What a tragedy then, that it doesn't quite hold together. The steering system when you're in a vehicle couldn't keep up with a snail, and the controls just aren't reliable enough to stop you blaming them for the occasional rooftop tumble. Sometimes it's the way that the camera seems uninterested in pointing where you need to see, other times it's the confusion of being automatically switched between targets in a brawl. And when you try to use the same push-up-moves-forward controls to steer a vehicle... Well, the whole driving aspect goes up in flames.

The graphics are also depressingly scabby. Balance the dismal level of detail and the paltry number of on-screen characters against the short viewing distance before the cityscape fogs out, and you feel short-changed and frustrated.

But if it doesn't wholly succeed, it is at least fun. The game certainly works better on PlayStation than it did on PC, and you don't have to play for five hours to start enjoying yourself. Urban Chaos bravely combines several tired old genres to make something new, involving and - for a short time - annoyingly compulsive. Jason Hill & Zy Nicholson

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#### WHY NOT TRY.

Metal Gear Solid	10/10 <i>PSM</i> 30
Syphon Filter 2	9/10 <i>PSM</i> 33
Resident Evil 3 Nemesis	9/10 <i>PSM</i> 30

#### VERDICT



GRAPHICS GAMEPLAY LIFESPAN

Swirling litter and FX aside, this is so 1997. Successful, addictive mix of styles.

7 Relies on an increasingly steep difficulty curve.

With better execution, Urban Chaos could have been a PlayStation classic. Problems aside, it remains one of the most compulsively playable offerings of the month.









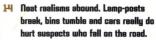












57 It ain't easy being a cop. I tell ya, if it wasn't for the car, the cuffs, the nightstick, the ready access to firearms...

811 Get away from the hustle and bustle of city life and fight new people in the mountains.

1244 When D'arci bites off more than she can chew with the Wildcats, she ends up being taken hostage.

15-16 D'arci can use telephone wires to slide down to street level or to reach otherwise inaccessible rooftops.

6 1749 Pointing a gun at civilians always scares the willies out of them.

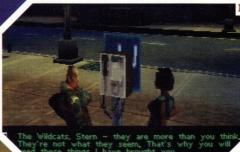














Another survival-horror epic to make
you paranoid at the smallest sound when you're home alone

during broad daylight? Guess again...

Publisher: Ozisoft
Developer: Cepcom
Release date: Out now
Origin: Japan
Style: Pirst-person shoot 'em up
Price: \$79.95 (NZ\$119.95)

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hen it comes to survivel-horror and scaring you to a pent-wetting state, Capcom is the master. The Resident Evil series is certainly the best of its kind, and its success confirms that Capcom is an expert at creating survivel-horror games. The first three games in the Res Evil sage display true mastery, all featuring superb plot-twists, traditional puzzle-solving elements and all the intrigue of a Hollywood thriller. Ironically though, it's this very success that makes Resident Evil Survivor look a little below per.

True to the earlier adventures, *Survivor* takes you back to Racoon City where the infamous Umbrella Corporation is still wreaking havoc and causing another explosion in the world's zombie population. The difference is that now you're able to move about using a first-person perspective as you blast away a whole bunch of zombies in your travels with your trusty G-Con gun.

Survivor allows you to shoot and move around freely, a first for a G-Con game. To walk ahead you need to shoot off-screen, and with some delicate quick double-clicking you're able to make your character run, as well as retreat quickly backwards. Pressing the A and B buttons on the side of the G-Con's barrel allows you to move left and right. Unlike Time Crisis, Ghoul Panic and the two Point Blank games,

aiming the cross-hair with your left stick — infinitely more difficult than pointing a G-Con at the telly, but not impossible.

As *Survivor*'s introduction unfolds, your character is revealed — a nameless guy suffering from a bout of amnesia after being flung from a helicopter accident. From here you're free to start exploring the maze of buildings and alleyways of Racoon City, which can be eerie, particularly when things are on the quiet side.

After making your way through the first few buildings and collecting a handful of keys, you learn that the zombies' behaviour doesn't vary that much. The game mostly comprises of zombies walking towards you, you shooting them and them going down. Them getting back up, you shooting them, and them going down again. Simple.

The zombies look great and coming face to face with your opponents can be frightening. Among the zombies are a few level bosses, dogs, crows, giant spiders, moths, plants and even Mr X from *Resident Evil 2*. The bosses are particularly good fun and add a heightened sense of excitement after walking around knocking off zombies left, right and centre.

Apart from shooting zombies, *Survivor* heavily relies on the simple task of key finding. To access various rooms, expect to find keys that

'After getting a good taste of wasting your first zombie you will want more, but it won't be long before you get desensitised to the whole experience..."

Needless to say, this freedom is excellent.

you're not limited to a fixed position or 'moving' rails.

The game sounds like terrific and gory mayhem, and for the most part it is. But don't expect to be so scared that your G-Con trembles uncontrollably in your sweaty palms after you've managed to nail dozens and dozens of zombies. After getting a good taste of wasting your first zombie you will want more, but it won't be long before you get desensitised to the whole experience and killing one after another only strains your attention span. Some more variety and atmosphere would have really helped the longevity of the game.

Using the Dual Shock controller instead of the G-Con is surprisingly good fun. The vibration is fantastic – something that's noticeably lacking when using the gun. Moving around is also obviously easier. But positioning your target becomes a more dexterous

unlock doors to rooms that have other keys that unlock doors to other rooms that have other... You get the idea. What's more, most items stand out like a sore thumb. Wander into a room and a huge key will be suspended in mid-air right in front of you.

There are many other collectable items, including an assortment of guns. There is a standard Glock at your disposal that has an unlimited round of bullets, along with an M8000, shotgun, grenade launcher, magnum and rocket launcher to help you turn your foes into bloody gunk. Surprisingly, the in-game menu screens are almost identical to other *Resident Evil* games, and weapons and herbs can be equipped and combined in exactly the same way.

Survivor isn't as terrifying as you might expect from a game spawned from the Resident Evil franchise. While it was never intended to be Resident Evil 4, we were anticipating more of the mastery that took the earlier games to their lofty heights. However, it definitely fills the gaping hole that other G-Con shoot 'em ups have failed to fill and is lots of fun while it lasts.

Richie Young

#### ШНҮ ПОТ ТВҮ..

Quake II	10/10 <i>PSI</i> 28
Time Crisis	9/10 <i>PSI</i> 1118
Point Blank 2	7/10 <i>PSM</i> 26

#### VERDICT

7

GRAPHICS

GAMEPLAY LIFESPAN

- 8 The zombies and environments look great.
- 8 You're not just controlling a character, you're in his shoes.
- **6** Your G-Con is up for a workout, but it gets repetitive.

affair as you press the R1 and B buttons to shoot, while

Unfortunately *Survivor* doesn't do the *Resident Evil* franchise justice. We expected more, but it's still an innovative and enjoyable G-Con shoot 'em up if that's what you're after.











Heading this way, across the desert plains of Tatooine at the speed of light, comes the latest galactic offering from the stable of Star Wars.



P.Y.I Publisher: Metro Games LucasArts Developer: Release date: Out nou IIS Origin: Stule: Action \$89.95 (NZ\$99.95) Price:

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ucasArts has enjoyed a healthy string of successful releases dating as far back as the SNES days, with titles such as the Super Star Wars series. In what is now the second PlayStation offshoot to come from the most recent Star Wars movie, Episode 1: The Phantom Manaca. this new game makes no attempt to follow the tale of the movie, but instead offers a high-paced action adventure featuring Jedi knights and their trusty lightsabres. The film merely serves as a backdrop, offering a collection of characters, detailed locations and enemies used in the game.

The plot, while not an intrinsic part of the game, resembles a movie script that was rejected at some stage. As an elite Jedi warrior you have been chosen by the Jedi Council to neutralise a threat to the planet of Naboo by the Trade Federation, Fighting in one-on-one combat situations, you must use the powers of the force and skilful use of a lightsabre to work through 10 challenging locations full of enemies and puzzles. While the gameplay and locations offer no real sense of continuity, the complexity of the levels do increase, and everything points to a final showdown with the dreaded Darth Maul.

Jedi Power Battles allows players to enter into combat as one of five Jedi knights - Qui-Gon Jinn, Obi-Wan Kenobi or Jedi Council reward points are based on the type of enemy and the method used to defeat it. As the score rises, players are given a number of options that include upgrading the Health Bar and Force Bar, obtaining new Force powers, and learning new combination moves

The game is divided into 10 levels and 24 stages and sees players travel across three distinctly different planets, each offering a unique and challenging environment. The action opens aboard the Trade Federation Battleship and gives players a chance to settle into the gameplay with a simple slash-and-dash style level. As levels turn to new locations, such as the swamps of Naboo, the city of Theed, Tatooine, Corsucant and the Palace, the objectives become more involved than just personal survival skills, including protecting Jar Jar Binks (why would you want to?), rescuing the Queen's handmaidens and freeing the Queen.

Jedi Power Battles' two-player option provides a completely different way to approach each of the levels. While the characters work together in defeating the onslaught of enemies, there is still a need for players to compete for power-ups and bonuses lying around the levels to improve their character's strength and force

# "While the gameplay and locations offer no real sense of continuity, the complexity of the levels do increase, and everything points to a final showdown with the dreaded Darth Maul."

members Mace Windu, Plo Koon or Adi Gallia. Each character features a unique set of battle skills that players must carefully consider before heading into the heat of battle. For instance, Mace Windu is the game's most balanced character, with medium speed and health, and is able to increase the power of his lightsabre by means of the Force. Obi-Wan possesses quickness, agility and strong health, but has limited Force powers because of his inexperience and youth. Qui-Gon's years of experience have provided him with very strong Force powers and he excels at healing and defence, but has a lower level of health. Plo Koon is gifted with an abundance of strength, though he is the slowest of the five. Adi Gallia is the fastest Jedi Knight, but her combat skills are not as strong. However, each Jedi's skills and powers can be added to with the reward system, which offers new attack abilities, Force powers, enhanced health and other bonuses. As players succeed through each level, points are awarded for destroying enemies and overall completion of objectives, so when a player reaches a certain score, various bonuses are awarded.

Regardless of the mode and character, all players start with only one of three possible Force powers, which are unique to each character, as well as one special item. Obi-Wan Kenobi and Mace Windu can carry a Thermal Detonator, Qui-Gon Jinn has Pulse Grenades, Adi Gallia uses an energy shield, and Plo Koon has a Stim Pack. Through successful encounters with enemies,

abilities. In the heat of battle, players have to decide to break away to collect a nearby bonus, or to continue destroying enemies for extra points. Players also need to keep both characters within the confines of the screen or else risk losing a life after a short period of time outside these borders. The five credits or lives earned are then shared between them.

Although the graphics are fast, the detail is not very sharp, but with recognisable images taken from the silver screen version throughout the game, there's no lack of quality eye-candy. The same can be said for the music and sound effects, which have also been taken where required from the existing soundtrack and audio.

With the occasional sub-game thrown in (including chase and driving sections) to complement the sabre-wielding fun, plus boss creatures at the end of every level, there's certainly plenty to keep you playing. The only disappointment is the occasionally dodgy camera, and the unforgiving platform stages where it's too easy to mistime jumps and die repeatedly. Frustrating.

Jedi Power Battles is likely to succeed where other Star Wars titles have failed, if for no other reason than that it doesn't follow the movie's storyline scene for scene. Instead, it's an action adventure built from the ground up that lends from the movie. Its instant pick-up and play appeal will prove a satisfying experience for all that are tempted to the dark side.

Mike Wilcox



#### WHY NOT TRY..

Tomb Raider: TLR 10/10 *PSI* 29 Resident Evil 3 Nemesis 9/10 PSM 30 Star Wars Episode I: The Phantom Menace 9/10 PSM 23

#### VERDICT



**GRAPHICS** GAMEPLAY LIFESPAN

- 7 Fast-paced action makes for slightly lower quality.
- 8 Lightsabre slay-fest. So simple, yet so addictive.
- 8 Worth repeating over and over with each character.

By not following the movie plot, Jedi Power Battles gets the opportunity to be what it should be - a great arcadestyle game. Slick, entertaining and playable.







Kermit, Miss Piggy, Beaker, Fozzie, Animal and the rest of the crazy Muppet gang have entered the now crowded field of combat kart racing games. Lucky they've still got that old Muppet magic...



\$49.95 (NZ\$TBC)

Publisher: Developer: Traveller's Tales Release date: Origin: Hart racing

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Price:

couple of years ago, the PlayStation didn't have any cute and cartoony combat kart racers to compete with the likes of Nintendo's Mario Hart or Diddy Hong Racing. Times have certainly changed, however, and with Crash Team Racing and Speed Freaks emerging last year, and joined a couple of months ago by South Park Rally, the PlayStation kart racing field is now full of top quality contenders.

The Muppets are the creation of the late, great Jim Henson, who made millions of people laugh in the '70s and '80s through a longrunning TV show and a series of movies. Even though the Muppets were fairly quiet in the '90s, thanks to Henson's son (Jim Henson Inr) they were back in last year's Muppets In Space movie and now in this PlayStation game, which was created by UK developer Traveller's Tales (A Bug's Life), along with Jim Henson Interactive.

Central to the game are, of course, the Muppets themselves and they're all here and reproduced excellently. Every Muppet drives their own vehicle (at the beginning anyway) - Miss Piggy has a monster truck, Beaker a moon buggy, Animal a dragster, Fozzie a steamroller, Rowlf a bulldozer, Gonzo a flying saucer, Rizzo a piece of cheese... You get the idea. Individual vocal samples complete the picture.

There are 25 Muppets and vehicles to unlock, plus nine playable 'boss' Muppets, and eventually you'll be able to mix-and-match between characters and vehicles - 625 combinations are possible. You can take each vehicle (they drive slightly differently based on surface grip, handling and power capabilities) out for a quick spin at the excellent 'Meet the Muppets' section at the main menu.

You can pick up fruit and vegetables to gain turbo boost power (which you can store) and while there isn't a huge variety of weapons, there are some suitably Muppet-themed ones. Apart from the standard bombs, you can launch homing Swedish chef chickens or leave penguin mines on the track. Each character has a special move too, which can be activated when you fill your turbo metre. For example, Rizzo turns you into a bit of cheese.

There is an amazing amount of tracks (34) to unlock, but only six are available at the beginning. Each one is theme-based around a Muppet film (The Muppet Movie, The Great Muppet Caper, Muppets Take Manhattan, Muppets Christmas Carol, Muppet Treasure Island and Muppets From Space) and full of shortcuts and imaginative touches. Some are better than others, but generally they are very well-designed and look great, with solid, colourful environments.

When you win you'll get a short clip from the movie (there are 28 in all) and access to a new course (the 'cranky old men from the balcony', Statler and Waldorf, will also offer a wisecrack -"You're a winner. How nice... Oh sorry, I meant whiner. O-ho-ho!"). The second course in each section is also race-based, but after

success here you get a battle arena (where the aim is to be the last Muppet left alive) and after that, a stunt course (which you must complete within a time limit).

As well as the standard tournament mode there's also an adventure mode where you explore the playing area, collect goodies and unlock battle arenas, bosses and more Muppets. With all this unlocking to do, it's lucky there's a status screen that lists your progress and shows you where you need to go next to unlock more. There are many secrets to discover in the game, but the joy is finding them for yourself, so we'll let you do just that.

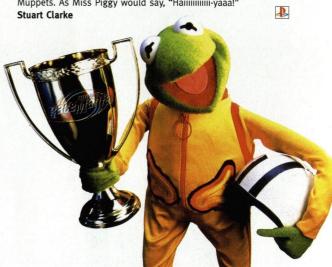
If you like kart racing with combat thrown in, then you certainly should check out Muppet RaceMania, as the control is tight, the Al is high (it adjusts to suit the player's ability) and the action is varied. The Muppety score and sound effects backing the action are also top quality, with 32 music tracks and specially recorded vocal samples meaning that nothing gets too repetitive.

The two-player split screen races are good, if perhaps a little flat, but as a single player game, Muppet RaceMania is right up there with Crash Team Racing. CTR (as well as Speed Freaks) is still a better multiplayer experience, but the fact that Muppet RaceMania matches it for solo players is high praise indeed. The graphics may be 'young', but this game will appeal to all ages.

Muppet RaceMania will keep you off the streets (the real ones, that is) for weeks, and is an essential purchase for all fans of the Muppets. As Miss Piggy would say, "Haiiiiiiiii-yaaa!"



Crash Team Racing 9/10 *PSM* 28 8/10 *PSM* 25 Speed Freaks 6/10 *PSM* 32 South Park Rally



VERDICT

GRAPHICS GAMEPLAY LIFESPAN

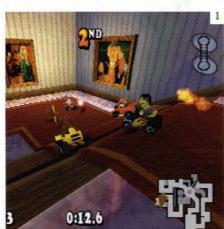
8 Varied environments and charismatic characters.

S There's a lot more here than standard racing.

9 Heaps of secrets, characters and tracks to unlock

A top-class kart combat game, with far more to it than just racing. As a single player game, Miss Piggy and the gang give Crash and his team a run for their money.

- 1 It's the Muppets, lovingly rendered and just how you remember them from yesteryear.
- 25 There's countless hours of entertainment here for any harddriving Muppet connoisseur.
- 68 Plenty of Muppet-themed weapons are there for the taking, including Swedish chef chickens that you can launch in a flurry of feathers!
- 912 The tracks are perfecto each is based on one of the Muppet movies
- 13:15 There are masses of secrets to unlock and it gets pretty tough.
- 1416 True to life, Miss Piggy simpers menacingly, Fozzie grins and Beaker looks genuinely scared.























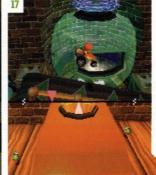














WWF SmackDown

F.V.

Publisher: GT Interactive Developer Release Date: Out now Origin: Style: Wrestling sim Price: \$89.95 (NZ\$TBC)

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Karate ladies and mystical men not your thing? Perhaps you'd rather play with a lump of a lad in lycra?

illiam Harvey published a treatise on how blood circulates around the body in 1628. If only he'd waited 372 years he could have described how fluid movement is just as important in videogames. Choke the flow of signals from joypad to games character and you get... Very. Poor. Gameplay. ECW Hardcore Revolution (reviewed on page 73) is a tragic case in point, exhibiting moves that leave you feeling like you're playing scissors, paper, stone. Happily, WWF SmackDown is far healthier. In fact, it's positively pumping with life.

Whether you see wrestling as a gladiatorial competition or the sporting equivalent of lame soap opera, there's no denying this most staged of Yankee sports makes for great videogames. It is one of life's pleasures to catch a man as he's falling towards the canvas, only to twist him into the kind of position even the Karma Sutra doesn't warn you about. The fact that you can interrupt your opponent's moves to block a slap or retaliate with a palm strike is a big plus. SmackDown is full of such satisfying, counter-attacking violence.

Wrestling games may look flash, but they remain primitive in comparison to Tekken or Street Fighter. Just about every wrestling move known to man is in here somewhere, and occasionally you'll even find weapons outside the ring. While SmackDown doesn't reach the giddy heights of an 11-hit combo, it does take a manly step towards being a game of skill rather than a who-can-tap-the-groin-kick-button-the-fastest blunder. Apart from a tendency to face the wrong way in tag team mode, the wrestlers are a joy to control and deliver all manner of blows, throws and holds with well-animated aggression.

However, SmackDown's real appeal lies in its 'create-asuperstar' mode. Many wrestling games enable you to make your own poseur-in-pants, but SmackDown is the first to take the career of your protégé seriously. It's up to you to apportion ability points, as well as the obligatory dodgy wardrobe. From the moment you start the pre-season bouts, winning really counts as you'll gain more ability points and draw a bigger crowd, which will enable you to spend even more on pumping up your man.

Just like on the telly, the wrestlers' rivalries often lead to spontaneous fights behind the scenes. These can span such exotic locales as boiler rooms, car parks and hallways. Depending on your character choice, it's possible that the lack of ropes in these out-of-ring locations might offer some small advantage, but far more importantly, they offer much-appreciated variety.

Several competitions are available, including those oh-sospectacular cage matches and Royal Rumbles. There's also the option to compete in career mode or such real-life events as Smack Down, King Of The Ring and Raw Is War.

The gameplay is frantic, especially when there are four wrestlers on screen at once. Occasionally events become a little confusing, particularly when the camera starts zooming in and out in an attempt to prevent any of the wrestlers wandering out of your field of vision. And, as fun as a 'mosh pit' is, impromptu intrusions from rival wrestlers can become irritating. Happily though, this can be customised on the options screen.

The wrestler models may look lo-res at times, but the great animation, story and overall depth ensures that SmackDown gets the better of WWF Attitude. Just. B

Pete Wilton & Justin Calvert

#### WATCH OUT FOR

#### THE TROUSER-SWAPPING CREATE-A-WRESTLER OPTION

If tight pants and large beards isn't your cup of tea, you might want to invest a little time creating your own wrestler. In addition to the external appearance of your character, you can determine their



VERDICT

IIIIIF Attitude

Tekken III

WHY NOT TRY.

Street Fighter EX Plus Alpha



GRAPHICS GAMEPLAY LIFESPAN

10/10 PSM 28

8/10 *PSM* 27

8/10 PSM 28

7 Good detail, if prone to raggedness.

8 Fluid moves and clever combos impress.

**9** Take your wrestler to the top of the WWF tree.

Definitely rates as the thinking man's clinch 'em up. Other wrestling games may weigh in with more gore and flashy bits and bobs, but SmackDown is a solid, no-nonsense slap and grapple.

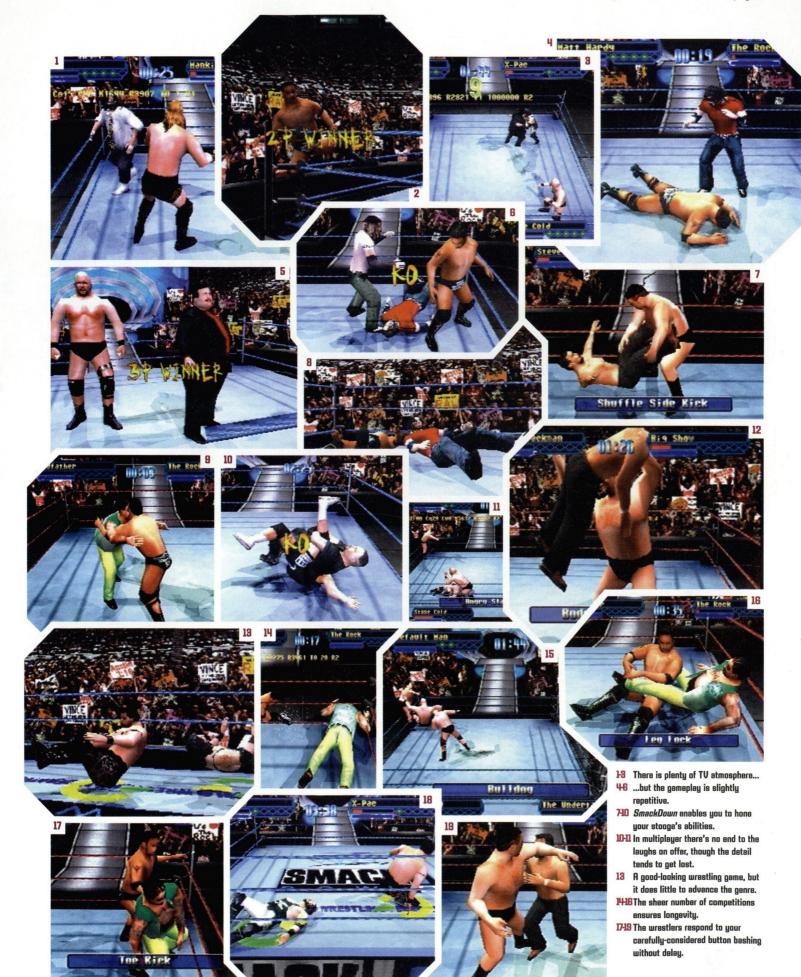














Everybody's Golf 2 At last, the long-awaited sequel to everybody's favourite golf

game is about to tee off. But is it up to par?

P.Y.L Publisher: Developer: Clap Hanz Release date: Out now Origin:

Style:

Price:

CD

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Japan Golf sim

\$49.95 (NZ\$TBC)

verybody's Golf surprised a lot of PlayStation owners. Previously golf games had been tired, drab affairs best suited to old men in loud trousers. But here was a game that everybody could indeed enjoy, from aficionados of the little white ball to players who favour quick knockabout arcade games.

Once you started playing this terribly addictive game, you quickly discovered that the deceptively cute presentation was hiding a very comprehensive golf simulation. Its accessibility, well-balanced gameplay and comical graphics really struck a chord in Japan, but it didn't sell nearly as well as it deserved to over here. The horrible Cyber Tiger simply highlights Everybody's brilliance even further.

Impressively, Everybody's Golf 2 is even better than the original. It keeps the standard, user-friendly control system, but offers a visual re-vamp, seasonal features, seven new courses and new

> characters, plus different club sets and a choice of balls. It's basically more of the same, but the improvements are many and it all adds up to an excellent package.

The seasonal features in particular really add to the game's realism. In summer the rough is deep, the greens fast and the cicadas deafening. In winter the wind is strong, but the rough is not so long so it's easier to hit the ball out. Players see dead leaves in autumn and snowfalls in winter. Not only do the seasons improve the look of the game, but they also add to the replay value and challenge.

The change to Western characters instead of the Japanese players with oversized heads that were found in the original game was, in PSM's opinion, unnecessary. In fact, we'd much rather play with a charming Japanese dude than with a fat guy that wears a toupee and scratches his bum. But we guess it's a matter of taste, and hopefully the change to Western characters like babes in bikini tops, breakdancing kids and cool guys with goatee beards makes the game even more accessible to our market.

The beauty of Everybody's Golf is that it is very simple to pick up and play, but provides even golfing masters with a lengthy and lasting challenge.

There's also always a fast pace to the proceedings. Controls are so simple that anyone can quickly be achieving reasonable scores on the easy courses, but there's amazing depth to the control system, allowing you complete control over your strokes. The ball physics are nearly always impeccably realistic, with spin, wind, lie, fade and draw all affecting the ball's trajectory. When you can't read the wind by watching the clouds, you can toss up grass to help you judge from which direction and how hard the wind is blowing. You'll certainly need to master all the different types of shots available if you're going to tame the latter courses and combat the effects of the variable weather.

The wealth of unlockable extras will also keep you playing. You have only three characters at first

and must defeat opponents in the versus mode to get access to another 10. Meanwhile, tournament victories will grant special items like six types of balls and five club sets, new courses to play and points to progress to higher rankings. Upgrading your clubs and balls has a dramatic affect on your player's abilities - think of it as the Gran Turismo of golf games. There are seven courses in all - an excellent selection when many other golf games offer just a couple. An excellent new addition is a pitch-and-putt par-3 course, which is perfect for a quick whack-around and top fun against friends. Despite its kiddie exterior, Everybody's Golf 2 could never be accused of lacking depth. However, some might be disappointed at the lack of a skins option and the dumping of the mini golf mode found in the original.

Our main disappointment is that the inconsistent nature of the computer opponents from the original has not changed. In the versus mode, it's pretty frustrating to watch your opponent score a double bogey after hitting a drive out-of-bounds, then on the next hole score an eagle after a 100-yard shot goes in the hole. Even on the same hole your opponent's form can go from rubbish to brilliant in consecutive strokes. It certainly doesn't spoil your fun, but having more realistic opponents would make beating them more satisfying.

Presentation is exemplary, with a wide variety of gorgeous camera angles used after you hit the ball to give you an excellent view of the action. You'll see divots and tees fly after impact, balls screaming through the air, leaves falling in autumn, gorgeous sunsets, and birds and galleries watching your every move.

Special mention must also be made to the record keeping. The statistics screens include replays of your best shots, trophies earned, and very comprehensive statistics for every course and player. Even when you've unlocked a lot of the courses and players. it really keeps you playing knowing that you can still improve your rating on skills like hitting the greens in regulation, driving length and your average score on a tough course.

Even if you're not a fan of whacking a ball around with a stick, Everybody's Golf 2 is great fun and one of the best sports games on Sony's mighty grey box. Have a play, we're sure you'll be very pleasantly surprised.

Everybody's Golf	8/10 <i>PSI</i> 13	
European PGA Golf	7/10 <i>PSM</i> 30	
Cyber Tiger	3/10 <i>PSM</i> 31	

**ШНЧ ПОТ ТВЧ...** 

#### VERDICT



GRAPHICS GAMEPLAY LIFESPAN

- 8 Near faultless presentation, but the golfers might grate. The perfect mix of accessibility and challenge
- 9 Loads to unlock and a killer multiplayer mode.

This is the best golf simulation on PlayStation - no mean feat next to the likes of Cyber Tiger (snigger, snigger...). PSM urges everybody to tee off and have a ball.

lason Hill









# Ghoul Panic

Publisher: Sony Developer: Release date: Out now Origin: Shoot 'em up

Price: \$49.95; \$99.95 G-Con bundle

13 Interspersed between the frantic shoot-outs are slower-oaced stages focusing on accuracy and quick thinking.

46 It doesn't matter if theu're big bosses or lowly spooks...

78 ...take careful aim and they'll soon be sent packing back to

Oil lamps glow, treasure chests burst open and shafts revolve around you while you pump the trigger to within an inch of its life.

10-11 The rendered locations are more realistic than you might expect.

10/10 *PSI* 28

9/10 *PSM* 18

7/10 *PSM* 26

**ШНҮ ПОТ ТВҮ...** 

Quake II

Time Crisis

Point Blank 2

Time to give your thumbs a well-earned rest and let your index finger do the stalking with Namco's latest shooter.

amco, maker of the popular Point Blank series, is back tempting players to don their holsters once again with an all-new trigger happy title. Ghoul Panic is a 3D adventure set in and around a haunted mansion full of ghosts, ghouls, mummies, vampires, skeletons and other cute spooks.

While the style of gameplay isn't that different to the Point Blank titles, the game incorporates a storyline that unfolds through various modes, mini games and levels. The two main characters, Lisa and Kevin, are anime-like cartoon characters who are out to rescue all the townsfolk that have been turned into tiny yellow kittens by the wicked witch, Witcherina. As one of the two main characters, the mini games you choose to play will offer a choice of doors that lead to different routes, adding to the overall storyline.

The main menu presents six main options and game modes. Those familiar with Point Blank will remember the arcade and party modes, along with the practise and option areas. The two new modes include adventure and survival.

Arcade again offers one or two players the chance to work through a series of mini games followed by an end boss. The difference between this mode and survival is that you can choose to continue in arcade. Survival mode is simply a case of trying to clear as many stages as possible without failing.

Party mode is ideal for groups of up to eight players and features a variety of games including Free Battle, a tournament style game; Race Battle, where the points you score shooting move your car along a race track and hopefully over the line first; and Panel Battle, where players try to dominate the board by having the most panels in their colour.

The new adventure mode sees players exploring various floors of the mansion in search of items to beat the evil Witcherina. Doors either lead to mini games, keys to unlock new floors, and other items such as extra time and lives.

Of the dozens of mini games there's a definite level of skill required,

from calm accurate single shot tasks to 30-second full-on blasting sessions. There's no shortage of variety, including shooting moving bull'seyes, nailing ghosts, chasing kittens, scattering the bones of dancing skeletons, sinking lead into giant spiders, even shooting tin cans up chimneys. All up there are 70 mini games to play, varying from stupidly easy to near impossible, but they are all fun.

The graphics feature full 3D polygons in a 3D environment that add nicely to the look and feel of the game, and the cute cartoon-style characters remove any trace of violence or realism videogames so often get blamed for encouraging.

Thankfully this is not just another Point Blank dressed up in a Halloween costume. However, the fact remains Namco hasn't deviated all that far from its original formula. While there's something immensely satisfying about playing most of the mini games, the appeal of endlessly shooting at targets does tend to wane after a while. The inclusion of the new modes is sure to extend Ghoul Panic's life somewhat,

but gamers will soon be itching to give their trigger finger a rest and slip back into some Dual Shock gameplay.

VERDICT

GRAPHICS GAMEPLAY LIFESPAO

- The 3D environment is a welcome improvement
- All skill levels are well catered for
- 6 It won't last forever, even with all the mini games

A good attempt at luring gamers with a lightgun - those of you with a G-Con will jump for joy, those without won't batter an eyelid.

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## ECW Hardcore Revolution

### The rules are that there are no rules - just the same old formula...

his wrestling game has gore. It has weaponry. It even has a name with only one 'W' in it. So why is it that ECW Hardcore Revolution feels less like a revolution and more like a sit-down-protest-that-passes-withoutincident organised by a disgruntled faction of old-school wrestling games?

Graphically, ECW is very much a child of the new millennium. The sad sight of two sprites raising blocky hand/stumps in the direction of each other's shoulders before falling over is gone forever. Oggle its polygons! Applaud its shiny-muscled virtual grapplers with custom heads, bodies and tattoos! ECW looks good

just aren't enough different moves per character to make you feel like your button-bashing is making a real difference.

invention of wrestling as a blood sport. In deathmatch mode you can smack your opponent with chairs, briefcases and dustbins, or even take a knife to their jugular. Yet in the post-Mortal Kombat era the appearance of a few red pixels hardly grabs the videogame world by the short and curlies. It doesn't help that, just when they've got the chance to deliver grittier, nastier attacks, the moves

The one thing that is supposed to make ECW different is its re-

### "The sad sight of two sprites raising blocky hand/stumps in the direction of each other's shoulders before falling over is gone forever. Oggle its polygons! Applaud its shiny-muscled virtual grapplers with custom tattoos! ECW looks good in a way that only oily men being kicked in the crotch can."

in a way that only oily men being kicked in the crotch can.

But before we start gushing on about lycra and pants, we have to deliver some upsetting news. ECW is rotten to its core, hard or otherwise. At first the autopsy reveals exactly what you'd expect to find - a few basic kicks, punches and holds. Alarm bells start ringing though, when hardly any new moves appear to break the monotony of slapping a bloke silly and then grabbing him roughly from behind. There are a few power lifts, some turnbuckle moves and weapons attacks, but Street Fighter or Tekken this most definitely isn't. Neither is it Toshinden or even Bloody Roar - there

start to look thoroughly unconvincing - Bushido Blade shows that it's quite possible to deliver a realistic crimson tide. ECW just delivers no real feeling that you are making contact with your opponents. Did you hit them with a chair or a feather duster? Sometimes, you think, the duster would at least be more amusing (and probably as effective).

It may feature a fresh wrestling license and some new stars, but as far as Acclaim's grappling division seem to be concerned. ECW Hardcore Revolution is just another day at the office.

**Pete Wilton** 



Publisher:	Acclaim		
Developer:	Acclaim		
Release date:	Out now		
Origin:	US		
Style:	Wrestling sim		
Price:	\$79.95 (NZ\$TBC)		

### WHY NOT TRY

WWF SmackDown	8/10 <i>PSM</i> 34
WWF Attitude	8/10 <i>PSM</i> 26
ШСШ Mayhem	7/10 <i>PSM</i> 29

Wrestling games are in danger of withering away because of their poor, repetitive gameplay. Less visual steroids and some serious beefing-up of the action is required.

GRAPHICS GAMEPLAY LIFESPAN

7 A bronzed Adonis with the odd cobweb of ravaged skin

5 Disappointing, shallow and in no way revolutionary. ■ Multiplayer may be bearable, but one-player is dull

VERDICT

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- 12 Suikoden II's graphics look like theu're from the-land-that-3Dforgot...
- 34 ...so your imagination has to fill in the gaps.
- rful attacks are the 5-6 The most por am ones, used by two close characters combining their powers
- 79 Oddness abounds as you prepare for your first battle. And not least in the gratuitous use of exclamation marks. Did they not learn anything in English?
- 10 It's well worth a look for fans of the original.





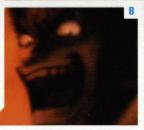




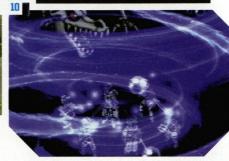












### Suikoden II



Publisher:	Sony
Developer:	GT Interactive
Release date:	June
Origin:	Japan
Style:	RPG
Price:	\$89.95 (NZ\$TBC)

### Finished Final Fantasy VIII? Want more role-playing? Are never satisfied?

ight. The cackling maniac (who swiftly makes it clear exactly who's the game's number one bad guy) has just ordered a woman, who's begging for her life, to act like a pig. She promptly drops on to all fours and starts crawling around making oinking noises. The mad, bad gentleman laughs. The woman asks if this means she can live. The bad bloke whacks the woman dead with his sword, saying "Die Pig!" Even for an Eastern-style role-playing game, Suikoden II is a little weird.

The sense of unease is almost certainly something to do with Suikoden's combination of macabre plot and graphics from the-

rampaging, hectic narrative before it opens up into a slightly looser, free-roaming, exploration section. However, occasionally the translation - or possibly the original dialogue - isn't really up to scratch, expressing the storyline with far less charm than the recent Grandia.

Equally, Suikoden II comes complete with the usual genre defects that afflict all role-playing games, including the all-powerful Final Fantasy series. The dialogue is too slow moving, which is especially frustrating if your team perishes and you're forced to sit through the same cut-scenes again and again. And there's an excessive

### "It's The Blair Witch Project of PlayStation games – it's what you don't see that's most interesting. The initial six hours of play speed along with hardly a break in the rampaging, hectic narrative..."

шну пот Final Fantasy VIII 10/10 *PSM* 28 8/10 *PSM* 31 Grandia 6/10 *PSM* 30 Jade Cocoon

land-that-3D-forgot. When the characters are involved in something disgustingly inhuman (or, just as often, heart-warmingly human) the scene is always depicted by extremely old-school sprite graphics, which leave your imagination to fill in the numerous gaps. It's The Blair Witch Project of PlayStation games - it's what you don't see that's most interesting. In fact, if it wasn't for the lack of visual power, it's likely the censors would have taken exception to Suikoden II by now.

A strong, fast-moving plot is Suikoden's primary bait. The initial six hours of play speed along with hardly a break in the amount of random combat against pointless opponents who don't stand a chance against you. Suikoden II makes little effort to move the genre forwards in any way.

However, if you're into all things large-eyed and turn-basedcombaty, there's enough hearty gaming fibre to keep your adventuring bowels regular. Fans of the original should certainly investigate further. Even if you're slightly less devoted, you should consider it at the very least. But only after finishing Final Fantasy VIII. of course.

Kieron Gillen

### VERDICT

GRAPHICS
GAMEPLAY
ILEESDOO

- 3 Flat shapes and not even that stylised.
- 7 It adds its subtleties slowly, yet determinedly.
- 8 A whole adventure world on a friendly black disc

A gleefully perverse mix of kiddie-graphics and a macabre fairly tale plot. Suikoden II follows the RPG blueprint with panache, yet doesn't push for any kind of breakthrough.

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Although it's not original, Gekido looks well-designed

### and polished. But will it last?

ost games that fall flat on their faces are the titles that attempt to be something they're not or try to cram too much graphical detail into the game and forget about the gameplay. A good example of this is the atrocious Psybadek. It was the typical "all style no substance" game.

Thankfully, Gekido is the antithesis of Psybadek. Sure, you might be able to reproduce the graphics on a SNES, but the game is overflowing with fun, mindless gameplay. And when you're shelling out \$80 for a game it needs to be fun, otherwise all those pretty pictures add up to diddly-squat. And although Gekido is essentially a button-masher (read: it's not Metal Gear Solid), unlike most mashers it's less tedious than you'd think and actually plays like a PlayStation version of the old arcade classic Double Dragon.

There is a story behind Gekido. Basically, you're meant to save a princess from an evil, serial killer that has kidnapped her and is holding her for ransom. Actually no, you're trying to stop a scientist who is about to drop an atom bomb on southwest Wagga Wagga. All right, this isn't true either. The thing is, although there is a plot behind Gekido, you don't need to know it. All you need to know is that there are a lot of people who want to kick, punch, shoot, stab and choke the life out of you.

You begin the game by selecting a character, and although you have four to select from, they're all quite similar in the way they play - it's just the look of each person that's different. Each character (Travis, Michelle, Takada and Ushi) is very adept at violent activities involving their hands and feet, but if you're smart you'll pick up the first gun you can find and quickly pull the trigger. Repeatedly.

Gekido plays like a standard beat 'em up in that you'll start each level by destroying hundreds of mindless goons, and once you've hammered the "punch" button for a while, you'll come across the boss at the end of each level. The AI of your enemies is nothing short of pathetic, but there are enough of them to cause you some major headaches, and the bosses have enough energy to keep you occupied as well.

Visually, Gekido is nothing special – the graphics are very plain. No one is going to comment on those boring graphic effects like "anti-aliasing" or "texture mapping" when watching the game either. However, when you perform a devastating combo or take out a boss, there are some bright and flashy effects that will have you nodding your head in appreciation.

A major part of Gekido's fun factor is the multiplayer modes. There are some simplistic fighting arenas for you to kick arse in, and these sections of the game play much like a cross between Wu-Tang and Ehrgeiz. Again, there's no real strategy here, just button-mashing, but being able to pick up weapons and objects in a fighting game is very cool. Plus, you can play with three other players!

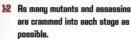
You won't see Gekido on demonstration in any gaming stores. It won't be advertised on TV. The screenshots probably aren't knocking your socks off either. But if you can get past all of that and into the actual mindless (but insanely fun) gameplay, you'll be a very happy chappy. If you've got any doubts, rent Gekido for a night and see if you can return it on time the next day. It's not an easy task.

**Ewan Corness** 









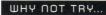
Because of the limited range of moves, there's little sense of achievement when you punch an opponent for the zillionth time and they collapse in a heap...

...but Gekido compensates bu including flash finishing move sequences. Prepare for osucho psychedelia!

811 Like many arcade games, Gekido is linear and relies on continues rather than restart



Publisher:	Oziso		
Developer:	Gremlin		
Release date:	Out now		
Origin:	Japan		
Style:	Beat 'em up		
Price:	\$79.95 (NZ\$99.95)		



Wu-Tang: Taste The Pain 8/10 PS/1130 Ehrgeiz: God Bless The Ring 6/10 PSM 33 6/10 *PSM* 30 Fighting Force 2





VERDICT

Graphics vs gameplay, and gameplay wins again! Gekido is a surprisingly good game that relies on old-school buttonmashing, and it works very well.

**GRAPHICS** GAMEPLAY LIFESPAN

6 They're not meant to be the game's selling point.

8 Simple button-mashing, but fun at the same time 8 Great, old-school two or four-player fun.











Publisher:	EA
Developer:	EA Sports
Release date:	Out now
Origin:	US
Style:	Racing sim
Price:	\$79.95 (NZ\$79.95)

### EA Sports takes to the grid with its new Forumla One game. But does it make pole position or the back of the pack?

normula One rookie Jenson Button has won his first Grand Prix! Well, maybe not on a real racetrack, but he did clock up a victory during the playtest of EA Sports' F1 2000.

It is amazing how EA Sports has managed to incorporate the entire 2000 Formula One season into the game. Players can squeeze into the cockpits of all 22 current F1 cars, including Eddie Irvine and Johnny Herbert's new Jaguars, as well as playing newcomers like Button and Nick Heidfeld. There are quick race options for one or two players (in split screen mode), as well as a full GP season mode with real-life race dates.

F1 games on the PlayStation have been a hit-and-miss affair in the past, with shoddy car handling and poor track detail. Thankfully

for better racing because you don't have to tiptoe around the track, it does mean that the cars are a little too easy to master. Experienced gamers looking for a challenge should try the expert mode.

One of the reasons the race wins come thick and fast for many players is the sub-standard AI of the other drivers. They drive less like F1 professionals and more like half-drunk taxi drivers! The usual line of defence for the other drivers is to bash into you as you pass. Funnily enough, they often come off worse than you do and end up spinning out. Their attacking moves are far more realistic, and they often have a go at you under brakes.

F1 2000 has some neat little features. The customisable grid in quick race mode lets you and any other drivers start exactly

### "One of the reasons the race wins come thick and fast ... is the sub-standard AI of the other drivers. They drive ... more like half-drunk taxi drivers!"

this is not the case with F1 2000. It is one of the most graphically pleasing racing games on the PlayStation to date, with probably only Gran Turismo 2 featuring slicker graphics.

If anything, EA Sports has gone a little too far with the car and track detail, as the frame rate takes a nosedive when there are several cars on screen at once. Also, it might have been better to leave out the helicopters that circle in the sky above in order to keep the racing action flowing as fast as possible.

The cars handle in a forgiving manner and do not jump about and spin whenever a driver makes a minor mistake. While this makes where you like (the front row, of course!), rather than up the back of the pack. This also helps the frame rate, as you can race with a smaller number of cars. There is also a neat instant replay mode, so you can review your daring overtaking manoeuvres.

F1 2000 has been well put together by EA Sports and is a standout Formula One racing game for the PlayStation. It has very driveable cars to hack around in, superb realism and good commentary from your pit crew. If it weren't for the Kamikaze antics of the other drivers, it would be damn near perfect!

GRAPHICS	9	The cars look good and the scenery looks even better!
GAMEPLAY	7	The races are fun and the cars are excellent to drive.
LIFESPAN	7	The difficulty level could have been a tad harder.

F1 2000 has all the elements of the current 2000 Formula One season, and great cars to drive as well. Some gamers will master it very quickly, though.

Monaco Grand Prix

F1 World Grand Prix

F1 '99

WHY NOT TRY...

8/10 PSM 28

7/10 PSM 22

5/10 PSM 32





Yeee-hawww! Fans of mullet cuts, flannelette shirts and the One Nation Party will love The Dukes Of Hazzard. Everyone else mightn't be as keen...

he old television series The Dukes Of Hazzard is the perfect base for an awesome videogame. There's fast-paced car racing, vehicle combat, the occasional shoot-out, massive jumps, explosions, and hours of FMV of Daisy in her tight pants to consider. It's also got a 'retrocool' vibe to it, which is something that games based on South Park and Batman simply don't have.

Unfortunately, now that The Dukes Of Hazzard has landed, it's evident that everyone who had high hopes for this title will be very disappointed. A combination of average graphics and boring, repetitive gameplay, only the most die-hard fan of the television series is going to get any lasting enjoyment from this game.

The Dukes Of Hazzard is an attempt at a Vigilante 8/Driverstyle mission-based driving game with tasks to perform in each level. This is a good idea in theory, and was executed very well in Vigilante 8 and Driver, but in Dukes it simply falls flat. Most of the missions are far too similar, and many use the same tracks over and over, so there isn't any new scenery (which is quite drab anyway) for you to check out. Missions include the basic ' race against the clock', where you aim to qualify first in a race or deliver your rent money to the bank; 'run from the police', which finds Rosco on your tail "in hot perrrsoot!"; and 'chase the bad guys', where you need to ram your enemy's car.

The nature of the game is to simply repeat these three gameplay styles over and over, and it wouldn't be a problem if they were fun to play. But with the General Lee being less than a dream to handle, you won't have much fun. If you're driving in a straight line it's smooth sailing, but as soon as you try to turn a corner or you hit an obstacle, big problems arise. Firstly, the car doesn't power-slide! So it handles like something from F1 '98. Meaning, if you want to turn, you need to break, then go into the corner, then speed up, when what you should be doing is going into the corner, hammering the breaks, then sliding out. Also, while the General Lee is meant to be the "fastest car this side of Daytona", standard police cars and giant vans have no problem running it down.

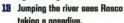
For mindless vehicle-based action (describes the TV show and the game well...), The Dukes Of Hazzard is an adequate rental title, but no more. If you're a big fan of the series or know someone that is, then the game might have some entertainment value maybe just from the massive amounts of FMV alone - but for everyone else, the game is nothing more than a very average, and very flawed, driving game.

**Ewan Corness** 





- There is alentu of duelling if you can break-in the General Lee.
- make you feel like you're taking pert in a typical TV episode rather than just playing a game
- 88 Unfortunately the General Lee is a nightmare to drive.
- 10 There are loads of off-road sections to explore and ramps just waiting to be hit at 120mph
- 11-12 The presentation hits all the right country 'n' western notes.



10















WHY NOT TRY.

Driver	9/10 <i>PSM</i> 22
Vigilante 8	9/10 <i>PSM</i> 12
Demolition Racer	7/10 <i>PSM</i> 31

The Dukes Of Hazzard is a good idea for a game that simply hasn't lived up to what it could (and should) have been. For (very committed) fans only.

GRAPHICS GAMEPLAY LIFESPAN

The cars don't look too bad, but the scenery is shoddy.

5 Why is the General Lee so damn hard to control?

6 Plenty of missions, but far too repetitive.

VERDICT

















14 As soon as you hit the track you'll notice how superb the handling is - upur hike turns like the real thing!

Two-player games are tops, as the forgiving handling's a great

6-8 Graphically it's not overly impressive, but there's plentu of

942The action is suitable hair raising at times, but the accidents could be soicier.











Superbike 2000



Publisher:	EA		
Developer:	EA Sports		
Release date:	Out now		
Origin:	US		
Style:	Motorcycle racing		
Price;	\$79.95 (NZ\$99.95)		

### Despite its workmanlike construction, Superbike 2000 offers the perfect compromise between great physics and knock-about arcade-racer action.

ny videogame that attempts to re-create a real sport must always strike the balance between realism and those elements that may be unrealistic, but make a game good fun to play. Sure, realism is something we always like to see - we applaud a game for its quality physics, and put down another for its lack of them. But there's a happy medium you can hit where the real and the fantastic bland beautifully to provide top thrills. Take motorcycle racing. No videogame will ever quite conjure up the ultra-focused adrenalineinduced clench that caning it round Phillip Island on a 1000cc superbike induces. But that doesn't mean someone can't make a great game about it.

And that, in a nutshell, is why Superbike 2000 hits the fun button. It's not particularly frilly in the visuals department, and doesn't proclaim to make outstanding use of your PlayStation's grey matter. There's just enough in the way of grease-soiling and engine-fiddling to cope with different tracks and conditions, but never once does the game attempt to become the simulation that Castrol Honda Superbike Racing offers, which is not an altogether bad thing. Superbike 2000 is a healthy dose of tank-slapping fun.

The first thing you'll notice when you get out on the track is the handling - it's as slick as you could wish for, and your bike really feels like it's turning correctly. There's some variation between the machines on offer, but this applies more to power delivery and top speed than handling quality, which can be altered in the workshop. You'll find all this year's teams on offer too, including a pleasant late entry from the Aprilia RSV Mille. Nice to see a bit

more Italian flair on the track. Motorcycle racing has been dominated by Japanese bikes since its inception.

Even two-player is a hoot because it doesn't restrict you to single races. You can tackle a full championship with a team-mate (or opponent) if you like. But there's still something



### WHY NOT TRY..

Championship Motocross7/10 PSM 28 Castrol Honda Superbike Racing B/10 PSM 28 Jeremy McGrath Supercross

VERDICT

GRAPHICS GAMEPLAY LIFESPAN

- 7 Could be sharper, but they do the job.
- 8 Swift and slick, with plenty of race options.
- 7 A bit more technical jiggery would be nice.

Given the GT treatment in the mechanics and upgrades department, Superbike 2000 might have been superb. As it stands, it's fast, gratifying and (if slightly limited) fun.

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Paster than a speeding lorry, more nimble than a mountain goat, and shorter than Jean-Claude Van Damme, Jackie Chan has finally made it to the PlauStation.

ackie Chan's films have won over a huge number of fans thanks to the frenetic action scenes and hair-raising stunts, and many of those fans have been waiting a long, long time for the little master to make it into a game. It's a great shame then that Jackie Chan Stuntmaster isn't really much more than an average scrolling beat 'em up.

The first concepts for this game were to make a stunt coordinator where you would plan out a sequence of stunts and get Jackie to do them as perfectly as possible. Sadly, somewhere along the line that plan changed and now the so-called 'Stuntmaster' is really little more than a Fighting Force-style bash-fest.

The scene is set when Jackie's grandfather gives him a package to deliver to the local Shoalin Temple office and then gets himself kidnapped by some rent-a-thugs. Obviously you have to rescue him as spectacularly as possible.

Like Fighting Force, all your actions are made up of predetermined animation sequences, so combat and movement actions have to be timed perfectly to fit the timing of the animations. For example, a punch combo is one long animation, and once you've got it going you can't stop it until it has played out. Therefore if you start a bit too early, you'll punch air for 10 seconds while the bad guys kick your butt.

The structure of the game is a bit offbeat in that you accrue points in three categories as you play, which then determines your rating for a level from A to D, and your progression through the game depends on getting high ratings. This means completing levels over and over again to perfect your performance, making your trip through the game a bit tedious at times.

On the plus side the game looks great, with a genuinely different approach to polygon graphics and character design. The figures are big and round, with nice soft looking chunky polygons. But the best thing, of course, is that Jackie talks to you throughout the game, chiding poor effort and making the odd smart-arse remark when you mess up. If it wasn't for Jackie's presence in the game, it would almost be a total write-off.

George Soropos



Publisher:	Sony
Developer:	Radical Entertainment
Release date	: May
Origin:	Europe
Style:	Action/Pighting
Price:	\$TBC (NZ\$TBC)

Bust A Groove? No, but Jackie sure cuts a fine figure as Hiro... In keeping with Jackie's style,

a unique simplified fighting system has been implemented. 88 Objects can be picked up,

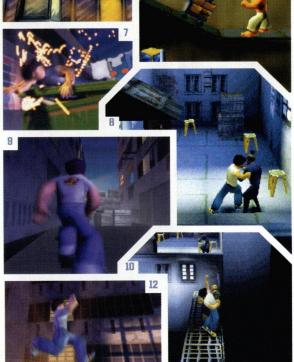
thrown, moved, kicked about or destroyed. 10-12 Like his movies, the ga

at an incredibly fast pace. 13-14 Help Jackie overcome

sabotage and henchmen and reach the final devastating shouldown.



l	Tekken III		10/10	PSM 14
١	Ши-Tang: Taste	The Pain	8/10	<i>PSM</i> 30
	Shao Lin			<i>PSM</i> 29



Tekken II			10/10 <i>PSM</i> :			
Ши-Tang:	Taste	The	Pain	8/10	PSM	30
Shao Lin				8/10	PSM	28
Ondo Em				0,10	, 0,,,	_

VERDICT

Fans will enjoy the game more than others just looking for something new to play. Sad, as it should have been so much better.

GRAPHICS GAMEPLAY LIFESPAN

8 Unique visual style sets it apart from other similar titles.

6 Too dependent on timing and levels become boring. 5 No multiplayer support and a lack of variety.



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### Glover

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Publisher: Hasbro Developer: Interactive Studios Release date: Out now Origin: UK

Style: 3D platformer Players: One Extras: Analog Price: \$49.95 (NZ\$89.95)

Glover is a 3D platformer where, playing as a Michael Jackson-esque white glove, you have to grasp hold of balls to open up new and varied moves. Like we said, odd. But, despite some enjoyment-hampering flaws, Glover is actually a lot more fun than it sounds and quirkily original into the bargain. You have special abilities and

there are different types of ball, each with its own properties. Simple examples include being able to bounce high into the sky move faster

advanced examples include batting a bowling ball into doors, splintering them and thus creating an exit. Extreme examples involve finger-twisting button combinations on the joypad, and the ability to cast spells, which is always nice. The game is very tricky and there's plenty to do. Unfortunately, it's hampered by a sluggish and unhelpful camera, and a physics system that makes any attempt at precise jumping tryingly inexact. A genuinely refreshing game offering some great new ideas, but one let-down by glaring flaws. JB



VERDICT

Publisher: EA Developer: Westwood Release date: Out now Origin: US Style: Strategy

Players: One Extras: Dual Shock, Memory Card, Analog Price: \$79.95 (NZ\$99.95)

Dune's most remarkable feature is its incredible Amnesia troops. Lethal fighters who can slaughter legions of their own side by actually forgetting where they were going or which teams they were in. You'll frantically call in your heavy tank reinforcements and they'll ignore you skill or judgement doesn't enter into it. So the

Al is virtually non-existent, but what's the rest of the game like? Well, a lot like a poor man's Command & Conquer really. Harvest resources, build a base, recruit an army, and then liquidise hordes of tiny troops in the battlefield-blender. Command & Conquer has done it all before. But secretly, Dune is an indifferent update of Dune II, C&Cs PC ancestor, which was first released in 1993 and it looks every bit as tired as you'd expect a rehash of a seven-year-old game to be. The graphics have much less character than C&C's and are completely unimaginative. What's more, the whole game is located on a desert planet, so every mission is set against the same drab, featureless background. MD



### Premier Manager 2000

Publisher: Ozisoft Developer: Infogrames Release date: Out now Origin: UH Style: Soccer management

Players: Two Extras: Memory Card Price: \$69.95 (NZ\$99.95)

Gremlin's old soccer manager game certainly needed a revamp. The old nested menu system has been dumped in favour of pop-up menus that give you instant access to your club's finances, team sheet and tactical schooling. It's much more detailed as well, including the ability to draw up a complete training schedule. But the problems

begin after you've learned the system and actually try to change things. For instance, the rating that indicates a player's form is found on a different screen from the one that lets you select your squad. Elsewhere. PM 2000 is just plain awkward. Even with the autosquad-select turned off, the game can decide to pitch your new signing straight into the first team over a cheaper but more in-form substitute. Change formation and the tactical display colours defenders as midfielders or attackers, leaving you to work out from the squad numbers who needs replacing. PM 2000's trump card though, was supposed to be its European teams. Sadly, like the UK teams, these are compromised by the lack of a license. It's as disappointing as a missed penalty. PW



### UCFA Champions League 99

Publisher: Ozisoft/Eidos Developer: Silicon Dreams Release date: Out now Origin: UK Style: Soccer sim

Players: Eight Extres: Dual Shock, Analog, Memory Card, MultiTap Price: \$69.95 (NZ\$119.95)

Champions League plays it by the book. While it can hardly be described as frill-less, it sets out to create a playable arcade rendition of the sport and succeeds. It has the requisite tackles, through balls and long passes all wrapped around the current season's glory-chasing Euro big boys. Shooting is a truly wondrous spectacle.

The intricate link-play the game affords is fully supported by an almost infinite array of shot styles. There's no need to bother with dated button holding to make a shot dip or rise - just pull back on the directional pad to add lift. Champions League has plenty of opportunities to show off its excellent goalkeeper Al. One-handed saves, tipovers, and movement for crosses is impeccably performed, ensuring that matches don't descend into 11-15 goal-saturated fiascos. Of course, it still trips over its laces occasionally. Some of the ball/player physics are a little awkward, but bizarrely this is offset by moments of incredible accuracy where shots are deflected past the keeper. Great, but no Evolution. SM



### Road Rash Jailbreak

Publisher: &A Developer: &A Release date: Out now Origin: US Style: Matorcycle sim Players: Pour

Extras: Dual Shock, MultiTap Price: \$79.95 (NZ\$79.95)

Fans of the venerable Road Rash series generally concur that while the concept of beating each other senseless with chains and bats in highspeed motorcycle death battles is a sound one, none of the many sequels on current-generation hardware have done it justice. With Jailbreak, their prayers for a half-decent update may finally

VERDICT

have been answered, as it is the first in some time to add any real novelty to the formula. Taking its cue from another sequel-happy EA franchise,

Jailbreak adds some welcome variety to gameplay with two 'Hot Pursuit' style cops and robbers modes, as well as new multiplayer sidecar modes, both cooperative and MultiTap twoon-two. New weapons, combos and supermoves are also in evidence, though the emphasis on racing still seems too great, frequently getting in the way of the crowbar-swinging mayhem. Overall. Road Rash is not a serious racing title and would have benefited far more from some new combat-intensive modes than throwaway options like time trialing. AH



### **Fighter Maker**

Publisher: Ozisoft Developer: Agetec Release date: Out now Origin: Japan Style: DIY beat 'em up

Players: Two Extras: Duel Shock, Analog, Memory Card Price: \$79.95 (NZ\$TBC)

Fancy adding the finishing touches to one of the latest beat 'em up titles? All you have to do is build some decent fighters. Essentially Fighter Maker is divided into two different modes - a standard Tekken-style fighting mode, and the more revolutionary 'design-afighter' mode. This second mode offers martial

arts aficionados the chance to VERDICT build their dream fighter. But let it be known now that each fighter you create will fill an developers have given players the ultimate suite of design tools to create their own custommade fighting machine from scratch, or edit any move from the extensive library of 800. There's 20 characters to build fighters from, and virtually any of their combat characteristics can be modified to suit, including punches, throws, kicks, combos, blocks, specials, and anything else you choose to create in between. If you're looking for the next big action-packed 3D fighting game, give this a miss, but it does



In recer	nt issues	
ame	issue	score
Ace Combat 3: Electrosphere	PSM 31	8
Army Men 3D	PSM 32	6
Army Men: Air Attack	PSM 32	5
Jeatmania	PSM 33	7
Colin McRae Rally 2.0	PSM 33	9
Colony Wars: Red Sun	PSM 33	9
Cool Boarders 4	PSM 32	8
Demolition Racer	PSM 31	7
ie Hard Trilogy 2	PSM 33	7
iscworld Noir	PSM 31	8
agle One: Harrier Attack	PSM 33	8
hrgeiz: God Bless The Ring	PSM 33 PSM 30	6 7
uropean PGA Golf 1 World Grand Prix	PSM 32	5
ear Effect	PSM 32	8
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nternational Track & Field 2	PSM 29 PSM 32	8
SS Pro Evolution	PSM 32 PSM 32	10
nockout Kings 2000	PSM 32 PSM 30	8
e Mans 24 Hours	PSM 30	7
Madden NFL 2000	PSM 29	8
Medal Of Honor	PSM 29	9
MediEvil 2	PSM 33	9
Micro Maniacs	PSM 33	9
ATV Sports: Snowboarding	PSM 29	8
Music 2000	PSM 29	9
IASCAR 2000	PSM 30	7
IBA Live 2000	PSM 31	9
BA Showtime	PSM 32	7
IFL Blitz 2000	PSM 31	9
IHL 2000	PSM 29	9
IHL Championship 2000	PSM 30	8
lo Fear Downhill Mountain Biking	PSM 29	7
tailroad Tycoon II	PSM 32	5
ally Championship	PSM 33	7
leady 2 Rumble Boxing	PSM 30	7
esident Evil 3 Nemesis	PSM 30	9
colleage Stage II	PSM 33	9
tugrats Studio Tour	PSM 33	8
aGa Frontier 2	PSM 32	7
outh Park: Chef's Luv Shack	PSM 31	3
outh Park Rally	PSM 32	6
pace Debris	PSM 31	6
tar Ixiom	PSM 33	7
tar Ocean: The Second Story	PSM 32	7
typhon Filter 2	PSM 33	9
he Next Tetris	PSM 30	7
heme Park World	PSM 33	8
his Is Soccer	PSM 30	7
hrasher: Skate & Destroy	PSM 31	8
iger Woods 2000	PSM 33	5
omb Raider: The Last Revelation	PSM 29	10
omorrow Never Dies	PSM 30	7
oy Story 2	PSM 31	8
rick 'N Snowboarder	PSM 32	7
rick in Showboarder	PSM 32	6
VCW Mayhem	PSM 29	7
Vorms Armageddon	PSM 30	8
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Cena: Warrior Princess	PSM 30	6



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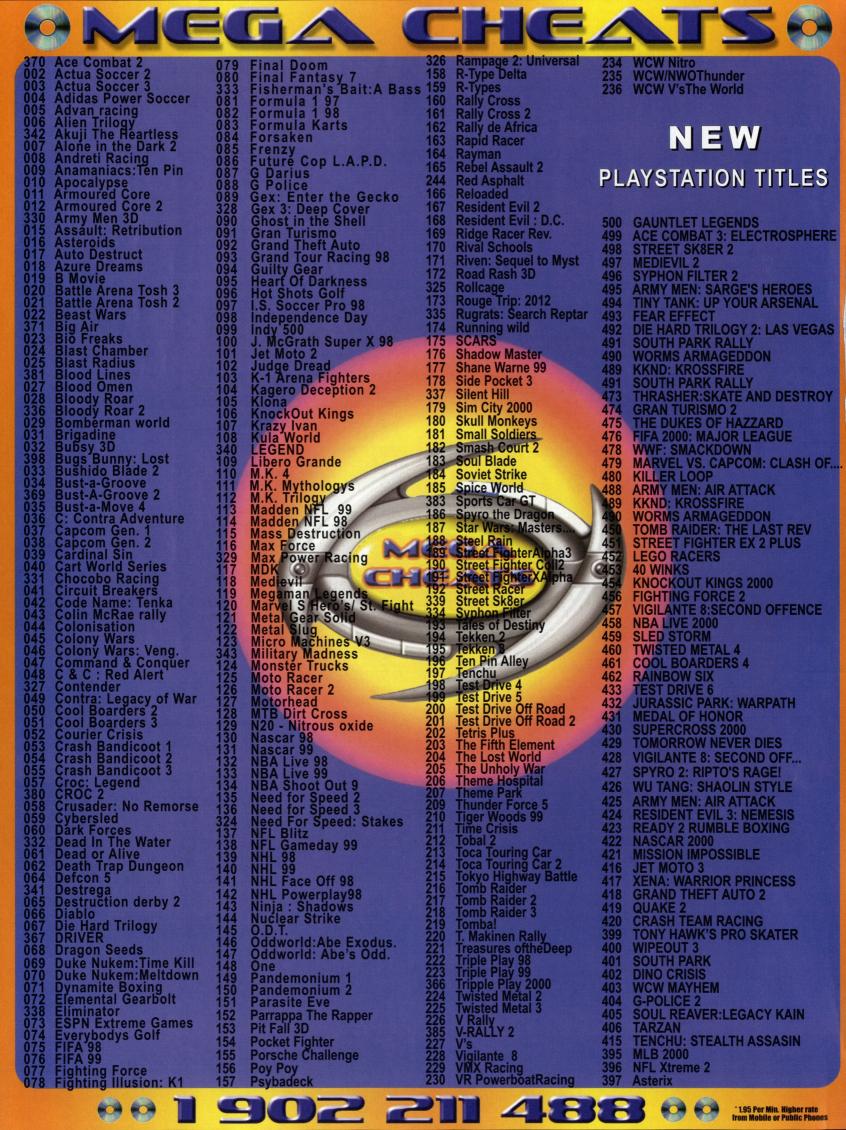
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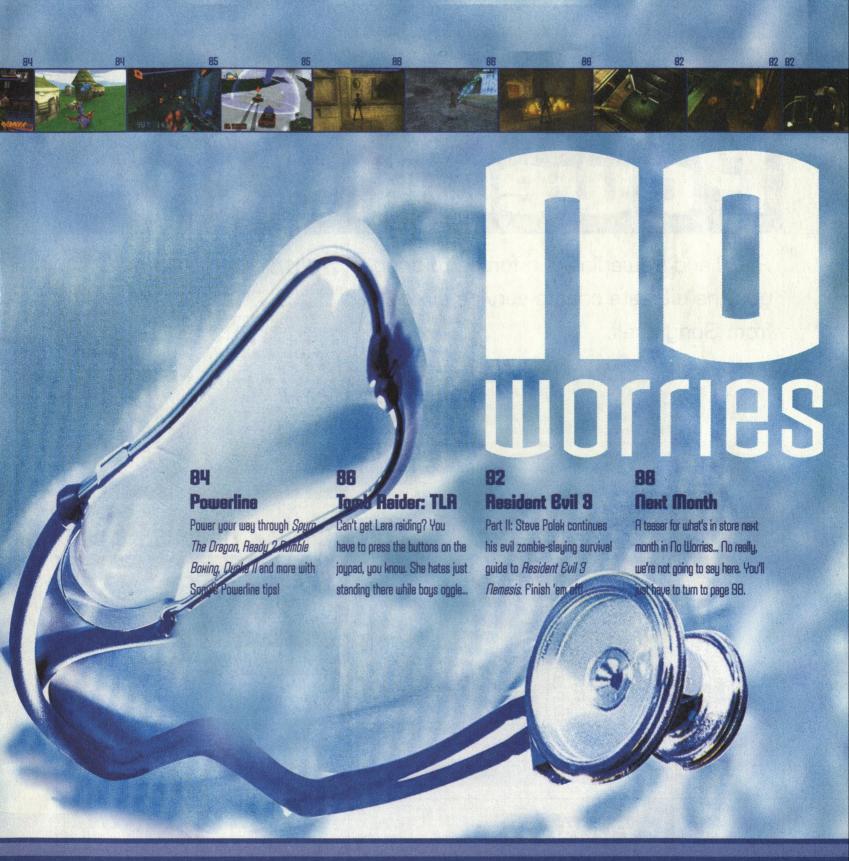
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Found a game so addictive you've finished it overnight? Or perhaps a game so tough you're stuck on the first level? Fear not, for PSM has all the extra levels and sneaky cheats you'll need to keep you glued to your joypad. And if you need more help, you can mail Richie Young or e-mail playstation@acp.com.au and beg for help in next month's Any Questions? Or if time is of the essence, call the Powerline on 1902 262 662.





## Powerline tips

### PSM and Powerline join forces to bring you the ultimate cheats service direct from Sony itself.

The Official PlayStation Powerline provides gamers with an incredible amount of gaming advice that's only a phone call away. We'll be featuring the latest additions to the Powerline each month.

Call = 1902 262 662 (Australia only) and, once connected, press 0 to access the main menu (Australia only). The menu options are:

- 1. Speak to a member of Team PlayStation (9am-8pm EST, seven days a week).
- 2. 'Cheats Heaven'. Punch in the five-digit code located on your game CD above the PlayStation logo and after the letters SCES or SLES.
- 3. New and upcoming PlayStation games information.

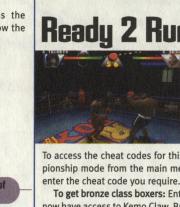
- 4. PlayStation game of the month.
- 5. This month's Top 10 titles.

6. Information on PlayStation peripherals. The Powerline is charged at \$1.50 per minute (NZ\$1.69 - a higher rate applies if calling from mobile or public phones). Callers aged under 18 must obtain a parent's

permission before phoning.

The service is available 24 hours a day, 365 days a year and is operated by CT-Solutions in Australia and Syncomm Ltd in New Zealand.

For instructions on how to access the Powerline in New Zealand, please follow the instructions below.





Spyro The Dragon

To enter these cheats press Start during

the game to bring up the menu screen. Enter the inventory, then input the cheats.

To begin with 99 lives: . , , , , , , , ,

To open all worlds:  $\blacksquare$ ,  $\blacksquare$ ,  $\bullet$ ,  $\blacksquare$ ,  $\leftarrow$ ,  $\rightarrow$ ,  $\leftarrow$ ,

To show the games credits:  $\leftarrow$ ,  $\rightarrow$ ,  $\uparrow$ ,  $\downarrow$ ,

 $\bullet$ ,  $\uparrow$ ,  $\bullet$ ,  $\leftarrow$ ,  $\bullet$ ,  $\rightarrow$ ,  $\bullet$ 

●, ●, ■, R1, R2, L1, L2

 $\rightarrow$ ,  $\bullet$ ,  $\uparrow$ ,  $\rightarrow$ ,  $\downarrow$ 



To access the cheat codes for this arcade box 'em up, select championship mode from the main menu and opt for a new game. Now enter the cheat code you require.

To get bronze class boxers: Enter the letters B, R, O, N, Z, E. You'll now have access to Kemo Claw, Bruce Blade, Nat Daddy and Damien Black in championship mode. You'll also have access to Kemo Claw in arcade mode.

To get silver class boxers: Enter the letters S, I, L, V, E, R. You'll now have access to all of the bronze boxers and Bruce Blade in

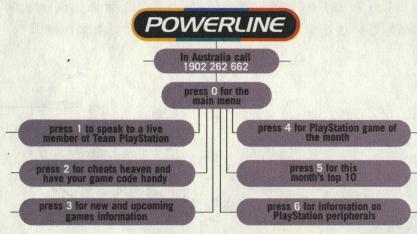
To get gold class boxers: Enter the letters G, O, L, D. You will now be able to pummel away with all the bronze and silver boxers and Nat Daddy in arcade mode.

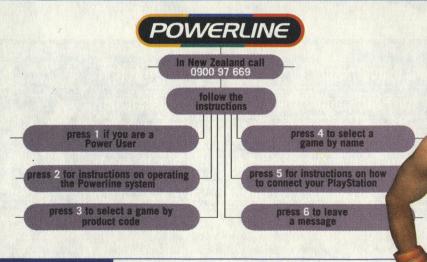
To get champ class boxers: Enter the letters C. H. A. M. P. You'll now have access to Kimo Claw, Bruce Blade, Nat Daddy and Damien Black in both championship and arcade modes.

To change the colour of your trunks: Before you select your character in arcade mode, press the and buttons at the same time to select an alternative costume.

Running out of steam? Regain energy by hitting the ¥, ■, ▲ and ● buttons repeatedly when you get knocked down. This action will also work while your opponent is down on the

Still having trouble? Get infinite stamina by hitting your opponent while holding the R1 and L1 buttons.





## Uuake

These Quake II cheats are all activated by completing the game on the various difficulty levels.

To access the bronze cheat: Complete the game on the easy setting. It'll open two options for the multiplayer mode and give you Weapons Stay and One Hit Kill.

To access the silver cheat: Complete the game on medium difficulty. This will open two more options for the multiplayer

mode and will give you Game Speed and Blast Force.

To access the gold cheat: Complete the game on hard. For this you'll get the ultimate reward of infinite ammo, all weapons, and the four multi-

player mode cheats that are collected getting by bronze the and silver awards.

### Gran Turismo 2

Car wash glitch

There is a mistake at the part will cost you 5000 credits for one wash, but it only costs you 50.

### Double your cash and garage space

It is understood that your garage in Gran Turismo 2 only holds 100 cars at a time. Let's say you have 100 cars and \$10 million credits. Save your gameplay twice on two different Memory Cards. Use one card as your primary garage and one as your secondary garage.

Now take the secondary card, higher cars, then save again on the secondary race cars on the primary and all others on the secondary. You have now doubled your garage space to 200 and doubled your credits with 10 million in each, plus what you got for the sold cars for a and whatever you

between the two garages. If you need to transfer a car other, use the data transfer mode off the main menu by buying the cars off each other. You will both garages. When one garage fills up, do it again.

02380

### Reverse courses in arcade mode

Win a forward course in arcade mode on hard difficulty.

### **Event synthesiser**

unlock the Event Synthesiser in GT League.

### Unlock S-Class cars in arcade mode

Pass the first five licence tests (B, A. International-C. International

B, and International-A) in simulation mode to unlock the Super

### **Unlock the Super Licence**

Earn all licences (A, B, International-C, International-B, International-A) to unlock the

### Extra HP in HP limited races

use a car with up to five more HP on the races (with limited HP). Go and buy an item such as a race muffler or computer, but do not equip them on the car. Before the race go into settings and equip the item. The computer will allow around five HP more than posted.



### South Park Rally

Special cheats

Special Cheat Sheet: Select championship mode from the main menu and finish the Rally Days 1 race circuit in first place, without picking up any of the items littered around the track. Once you've won the race without using any pick-ups, the screen text will read 'Cheats Unlocked, Special Cheat Sheet'. Now access the options menu from the main menu. You'll be able to access the Special Cheat Sheet, which displays all the cheats contained within the game, as well as their locked/unlocked status.

Special Extra Skins: All you have to do is find the three hidden pies in the

Valentine's Day race circuit. You'll Hidden cars find one on each tower and another in the hidden tunnel behind the Bryan Boytano picture. An in-game message will be displayed if you manage to successfully unlock this cheat.

Special Random Checkpoints: Complete championship mode. Once you've unlocked the cheat you can access it from the options menu via the main menu. This cheat can be accessed in arcade and two-player

Special Big Ass: Complete championship mode without losing a single credit and you will unlock all the available cheats simultaneously.

Mr Garrison: Win the Rally Days 2 circuit by activating all checkpoints.

Bebe: Lose the Cow Days circuit by never holding the antidote.

Shelley: Win the Valentine's Day circuit without being shot by Cupid's arrow.

Mr Mackey: Win on the Spring-Cleaning circuit.

Cartman as a cop: Hit the Chicken Lover with salty balls from the red boxes five times whilst racing on the Read-A-Book Day circuit.

Skuzzlebut: Find and collect the potpie that's hidden near the water fall in the Easter circuit.

Ms Cartman: Win the Pink Lemonade circuit without allowing any of the other characters to make any deliveries.

Big Gay Al: Win on the Pink Lemonade circuit.

Ike: Find and collect the potpie hidden on top of the crashed plane with in the Memorial Day circuit.

Ned: Win the Fourth Of July circuit using at least 12 turbos. The combi-



nation of turbos doesn't matter so you can use any combination of Terrance, Phillip or caffeine turbos.

Mephesto: Beat the opposition on the Fourth Of July circuit.

Death: Win the Halloween circuit, but only deposit the candies in groups of four.

Grandpa: Win the Halloween circuit. Starvin Marvin: Come in last on the Thanksgiving circuit by not collecting any of the turkeys.

Jesus: Come first on the Christmas Day circuit.

Damien: Win the New Year's Eve circuit without letting any of your opponents hold the dimensional kev.

Satan: Win the New Year's Eve circuit. Of course.





## Tomb Raider: The Last Revelation

The lovely Lara Croft ages some 15 years during the course of *Tomb Raider: The Last Revelation*. If you want to avoid a similar fate, you might want to try our guide to the toughest parts of the game.

### THE TOMB OF SETH

PIRE TRAP

During this level your guide has taken to igniting the flammable liquid that fills the rooms below **II-II**, and it is his strange habit that presents the clue on how to solve this puzzle. The Timeless Sands are located on the far side of the gate and for Lara and her turbaned friend to progress, that door must be opened and the item retrieved. The floor tiles are a series of Egyptian hieroglyphics **II-2I**. What they depict is unimportant — it is the order that each one is activated that matters.

Upon entering the room, pull the rope to allow the pyromaniacal local to torch another room. Now walk carefully past the rope ensuring that Lara doesn't step on any of the other floor tiles. They won't injure the intrepid Ms Croft but it is only those highlighted squares that will open the gates. Swiftly jump from the first illuminated icon to the next shape because the tardy will be ignited by combustion of the square. From the middle of the shape the next vault is forward and then a leap to the left. The final jump will light the last torch and elevate the gate [1-3]. Since each correct leap lights a torch on the









far wall, they will be extinguished if a foot is placed on an incorrect square or its surround. To reset the puzzle return to the room entrance and slip on the slope to a lower chamber where a rope pull will allow the task to start again 11-41.

### THE BURIAL CHAMBERS

ROTATING ROOM

Two items have to be placed in the wall of the final room to exit this section of the game. The Golden Serpent is located easily enough [2-1], [2-2] but it is the Scarab Talisman that is much harder to find. High in the cave ceiling, near to where the Serpent was

found, there is a rope bridge that leads into a chamber and an encounter with two Egyptian dogs. Beyond them lies a room in which there are a number of platforms that appear too high to reach. To bring them down to Lara's level, bypass the spikes and ascend the ledge on the left before the ladder. The surface looks insurmountable but it can be scaled and will reveal a switch. Depressing it will open the gate underneath the initial point of entry. Inside, two switches will cause the entire room to rotate [2-8] and open the gate that has now been rendered accessible. The inverted chamber will yield a rope on the right that rotates the room once more. This will cause two mummies to lurch to life and it is better to evade them by scaling the wall than waste ammunition on a confrontation. From this lofty vantagepoint the star artefact can be placed into the slot on the wall and Lara can reprise her Tarzan complex with a rope swing across the chamber. Now the Scarab Talisman can be collected and placed into the receptacle next to The Golden Serpent to end the level and send Lara into the Valley of the Kings.

### THE GREAT HYPOSTLE HALL

LASERS LINE UP

After the long climb to the top of the chamber in this section, the camera will draw your attention to the







boulder that balances precariously at the top of the

walkway. A shot will dispatch it downwards and a crawlspace will be revealed that eventually opens up

into a series of rooms. One is a central chamber with three others leading from it. The aim is to swing to

each of the wooden columns until they point towards the crystal that occupies the top of the central plinth.

Then, when the rope's pulled, three beams of energy will converge and release the artefact that Lara craves.

Outwardly it might seem simple but, since the wheels that turn each antique laser are located high above,

it's impossible to ascertain in which direction the

lasers are facing. To complete this infuriating puzzle,

climb the wall in the corridor to the left and approach

the first wheel [3-1]. This device controls the first beam so turn it through 90 degrees until it faces

South. The second room contains the controls for the

central beam and that has to travel through 180 degrees. The final switch needs to be turned through

90 degrees to face North [3-2]. Now return to the

ladder and climb down to the rope that will activate

the three beams. A swift tug will activate the lasers



and destroy the crystal. With the Sun Disk in her

rucksack, [3-8] Lara can leave via the small tunnel

### THE UPPER CATACOMBS

COLUMN SHOVE

to the West.

The moment that Lara steps into this new level it is almost already time to leave. The small room to the right contains a floor panel that sinks as the lightweight Lara crosses. To open the door to the next section a pillar must be dragged across this floor, so it's going to take some kind of bracing to cope with the weight. Push the wall-mounted button, then turn back and return to the earlier level. Descend down to the floor of the castle, then drop into the pit beneath the stairs. There's a boulder hanging from the roof concealing a crawlspace. To achieve this, a torch can be collected from the floor and lit at the nearby beacon, taking care not to get too close as our heroine is highly

flammable. Ignite the rope that restrains the rock and step back to avoid being crushed [4-1]. Exit via the newly revealed gap in the wall and jerk the gates open with the ever-useful crowbar. Once back in the Coastal Ruins, pull the column on to the discoloured square as this will support the floor on the higher level [4-2]. Return to that room via the long climb through the castle and back into the Upper Catacombs. Now the column can be safely shoved until it reaches the carved square where the door will open revealing the next challenge.







### THE LOST LIBRARY

There are two puzzles in this repository of knowledge that can vex even a famed archaeologist. The first is based on astronomy. The planet sculptures that are revealed when the three gold stars are placed in the holes provided must be hauled into position to open the exit. In this primitive







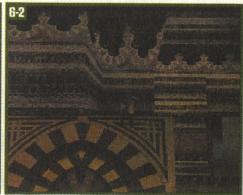
society the Earth (blue) goes in the middle of the Solar System, with the moon (grey) second, and then the green, red and orange planets in the final slots. Once Jupiter is in place [5-1], a bolt of lightning will flick, from the planet to the exit and open up the escape route. Through that door is another puzzle that seems to require plenty of thought but is in fact remarkably simple. The task is to light all the flames of the Snake statues that are situated in a circle around the chamber [5-2]. Start with the lever that's immediately in front of you and go around in an anticlockwise direction pulling every single switch until you return to the start. Since many of the units affect each other it may seem that the solution isn't working until Lara pulls the last lever and all the statues flicker into life. Once this has been completed a central column will rise from the floor making that ceiling exit attainable. It's wise to make a quick exit as that

final lever releases a fire sprite that can only be extinguished in the water above.

### CHAMBERS OF TULUN

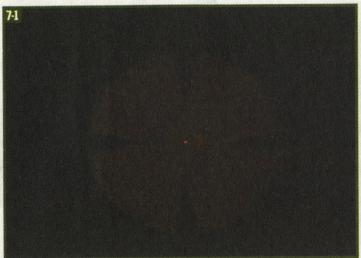
The Guardian is one enemy who proves to be indestructible [6-1], so a different approach is required. Run into the temple that occupies the central room of this level and start to climb the patterned block on the left-hand side [6-2]. Out of the monster's reach it's possible to shimmy around the ledge and leap over to the other side of the room, eventually pulling the lever that's over there. From this moment, time is of the essence as this switch will temporarily seal the beast inside the structure. Edge down towards the right of the ledge and vault over to the blue area of the roof. Leap up to catch hold of the rope and use it to swing over to the exit on the far wall [6-8]. There's a soldier here but there's no time to worry about the likes of him as too long a pause will unleash the Guardian once more. Instead, leave as quickly as possible pausing only to collect the bike that you should have left at this exit earlier on. Gunning the engine, leap across the gap once more and race as far as possible. Discard the motorcycle when it can go no further and run on to pull the lever

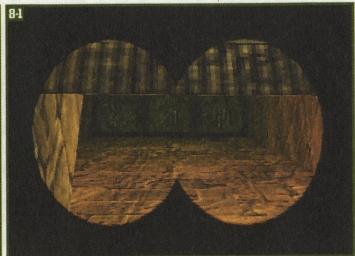












mounted near the right-hand wall. Once it is open you can escape through the door. If you're too slow the Guardian will stop your escape and the process will have to be started all over again.

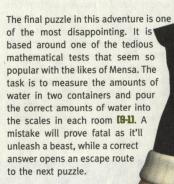
boxes until it loses track.

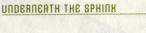
### THE TRENCHES

Early on in this level comes an encounter with an automatic gun. The problem is that to complete this section Lara must climb past this weapon exposing herself to its withering fire. The only vulnerable point it has is the fuel tank mounted on the rear. This is only displayed when the weapon's targeted elsewhere, so caution has to be used when approaching its field of vision. Due to the landscape it is impossible not to take damage as you draw near, but as soon as you are close enough crawl in behind the row of crates positioned just in front of the weapon. Once there, take a brief pause before edging further around to the right behind the small wall. If luck's on your side the gun will have lost track of you and it'll no longer be aimed in your direction. Take the chance to select the

can be defeated in a similar manner to the ones before. As normal, spur them into charging but this time use the small side

TEMPLE OF HORUS THE WATER PUZZLE





explosion, Lara will be safe to progress.

However, if when you rise the weapon is still targeting you, move about behind the

After tunnelling down beneath this

monument you'll find a pair of bulls who

rooms to imprison them. These beasts are not the main concern - it is the series of hieroglyphics etched into the buttons on the back wall of the chamber. There's a translation sheet that has been left by a failed adventurer whose skeleton lies nearby, but that isn't really required. Instead just push the sequence right, middle, left. This will open the first of the gated exits and lead to another separate chamber with a concealed pit that must be carefully crossed. In this room four recesses have been cut into the wall. Equip the binoculars to zoom in on each alcove and use the built-in light to see the codes that match the buttons in the main room [8-1]. Each sequence relates to the combination required to open each of the four gated doors. Each chamber conceals an artefact that needs to be collected, as well as concealed pits and a number of traps to test you

Western Door 1: Right, Middle, Left. Eastern Gate 1: Middle, Left, Right.





Eastern Gate 2: Middle, Right, Left.





### Resident Evil 3 Nemesis

Steve Polak continues to wade knee-deep in the deceased as he presents the second and final part of the Res Evil 3 walk-through. Fear not, the end is in sight.



When we last left you in the midst of this play guide we had made it to the train and were on our way out of Racoon City! But guess what? Nemesis is also a big advocate of public transport (and crushing skulls...) and he has managed to jump on board at the last moment. Get set for some rail borne ruckus!

Nemesis busts in on you, and even though you might want to fire the flame rounds at him (the ones Carlos just gave you), you might want to bugger off instead, as the wounded Mikhail delays Nemesis and gets killed in the process.

A huge explosion derails the train and you must choose (using the text menu process explained last month) to either jump from the train or pull the emergency brake.

### LAST STOP!

If you want the easier option, pull the brake. Now you are at the clock tower, which is where you wanted to go all along (to get rescued by the helicopter). As you walk down a garden path there are some herbs to grab, which are useful as your health is not exactly great right now.







In the room you are now in is a silver gear. There

is also a music box that plays a similar tune to the

one you found downstairs (near the stairwell). There

is a musical puzzle you have to solve by pushing the

keys until the melody, like that in the music box, is repeated. When all the switches on the puzzle have

been properly selected and you are on switch 'F',

play the song. An alcove opens. Combine your

remaining clock tower key with the chain that you

also a place to put the silver gear, but for the

moment it doesn't do anything. So it is back down-

stairs to try and see if there is another way to get the

There is mine thrower ammo in this room. There is

Enter the town hall through the main hall and turn left to go into the music room. From here head to the church. Find the clock tower key and some gunpowder (which you can use to make ammo). You can save your game here.

As you leave the church some of the congregation decides to crash your party, so it is time to dispatch some more zombies. Carlos is in the dining hall and is freaking out and of no use to you, however there are some grenade rounds on the mantelpiece. Grab 'em and keep moving. In the entrance hall there is a freshly toasted cadaver who is holding a mine thrower and some operating instructions. There is also a first aid spray and a map of the clock tower on the

Head to the east part of the tower. After fighting some zombies you will come to a library. Keep going through here, via a small door, until you are in a room with a chessboard on a table. You can save here and manage your inventory. Keep going through this room until you are in a bedroom. Get the second clock tower key from behind a painting that falls loose.

### CRASH! BANG! WALLOP!

gizmo upstairs working.

grab and you have the Chronos key!

option (and the more painful for Nemesis) is to use

Unfortunately you are interrupted by Nemesis again and you must make another snap decision that will affect the plot of the game. You can use the light switch you discovered earlier to temporarily blind Nemesis so you can knock him off the ledge and then scuttle back up the ladder. However, the better

### A WEB OF WEIRDNESS

Now that you have the second clock tower key it is time to head back to the main entrance hall. Head upstairs with the two keys. Be careful as there are some spiders hanging from the ceiling. Head around the corner onto the balcony, past the first group of spiders, and finish the second lot off by blasting the red box. Kaboom! Spider flambé!

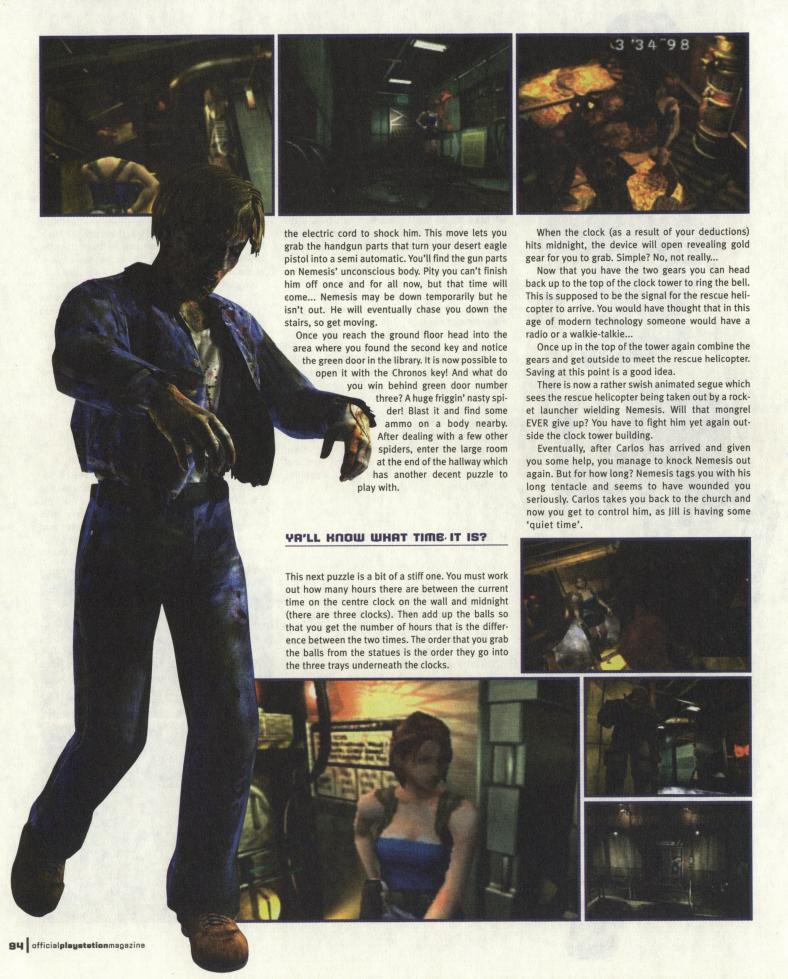
You will eventually get on to the balcony and discover a green switch that activates the floodlights. There are also some herbs nearby. Use your clock tower key to lower a ladder for you to climb.













### **BRING IT ON CARLOS**

Carlos has a way cool assault rifle that packs a decent punch. Fight the zombies in the piano room and the dining room (best to use the gun in manual mode to conserve ammunition) and then head back to the fover. Gee, the area has been trashed! Head back to the green door and it's time to whack a few more spiders. Make your way to the room with the large bell in it. Carlos can move it and exit the building. A horde of zombies confronts you. Blast the red barrel to kill 'em or use more ammo and do it the







normal way. Go to the hospital and you will be confronted by a new beast - Hunter Beta - but all you really need to know is that you have to blast the snot out of him! There are two red herbs nearby.

Enter the next room and save. There is also a first aid spray, which you might need at this stage. Go into the next room (with the blinds on the window). Here you will find a director's diary, blue herbs, bullets and a tape recorder (in the desk drawers). Use the recorded voice from the tape recorder to activate the voice-controlled elevator.

ture that falls down to reveal a safe. Could be a good time to use the combination. Inside there is a vaccine base. Now we are getting somewhere!

Head to the B3 level. Keep moving until you find you have hit a dead end (left then right around the corner) and come across a heavy metal door. Behind the door there is another Hunter Beta (indeed there are two). There are also two green herbs and some handgun bullets in a locker.

In the next room there is a medium base on the shelf (this is also for the vaccine). There is also an instruction manual on a desk. Activate the power to turn on the control console and it is time for another puzzle.

### TRICHY NIKI

Select floor 4F and follow the hallway until you find Carlos' superior officer Nikolai killing a fellow soldier. Luckily Nikolai doesn't kill you and sneaks away. Investigate the immediate area and find the sick room key.

Go to the first sick room and take note of what's written on the piece of paper in the dead doctor's hands (in this case it was 531, but it is probably a random number). This is the combination to a safe that you'll need soon. There are also some green herbs nearby.

Open the second sick room with your key. Push the trolley into the corner of the room. The 'right' corner is chosen at random, so just keep trying until you get a pic-

### WELCOME TO CHEM 101 POR BEGINNERS...

Use the medium base with the machine and synthesise a vaccine. This puzzle sucks - you have to get the two gauges on the left to balance. It is fiddly, but once you work out what each gauge does, you have to have all the levels neutral and the indicators balanced. Pull this feat off and you have the vaccine!

Those creatures you noticed in the tanks now crack them and jump out. Kill 'em all and head out of the room. Go to level 1. There is a bunch of zombies to snot as the elevator stops. Keep on moving out of the office and use the save chest if you wish.

Once you get to the main lobby, there is a bomb that has been activated, so hightail it out of there.









Next is another great segue that sees the hospital needing a little intensive care of its own, as it is blown to smithereens.

Head back to the clock tower to look for Iill. A few zombies and Nemesis will be encountered on the way, but you are up to it. Just run past him to the sanctity of the chapel. Give Jill her medicine. Now you are in control of our heroine again, but Nemesis is right outside.

Grab the lock picks (you can get 'em from your inventory chest) and run past Nemesis once he breaks in on you. Head through the exit where the bell used to be and run until you see some stairs and a green sign.



Behind the fountain is the gear pattern to drain the fountain. Head back to the controls and do this - it may take some fiddling.

Once you have succeeded, go through a sewer and head to the graveyard. Follow the path to the right and there is a door. In this room grab the iron pipe and gunpowder, and head into the save room and grab the lighter. There is also a first aid spray in here. Use the lighter to ignite the fireplace. There is a hole in the wall which you can smash open, leading to another room. Notice the grenade rounds, a fax from Umbrella HQ, and a message saying that the whole area has to be evacuated. Park key 3 is also here.

### TIME POR SOME PRESH AIR...

With the lock pick open the door to a save room and pick up the key to the main gate of the park. Enter through the gate and cross the bridge, fighting a few nasties along the way. Keep going until you get to another gate. You are now in the park and it would be very peaceful if it wasn't for the stench of death pursuing you (zombie dogs you see!).

There is a red barrel and a body nearby has a key (park key 2) on it that you need. Head back to the fountain and then up some stairs until you see a wall with gear controls that let you create different fountain patterns and change the way the fountain works.

### NIK THE PR\*\*H IS BACK

As you try to leave, Nikolai confronts you and then runs off as the ground shakes violently. In the park there is another of those worm things. Hit it using 'fire and flee' tactics. The ground will start to shake so much that the lamp-posts topple into the water and lure the worm to its doom in the electrified water. The worm also knocks a gate over that you can climb and move on.

Time for an underground tunnel again and there are a few spiders, too. Go through the park until you get to the gate you couldn't open before. You now find yourself standing in front of Nemesis once again, and it is time for one of those heart-stopping decisions. Try and push him off the ledge (let's be brave, eh?).

Once inside enter the door on the left at the far end of the corridor. You meet Carlos and he tells you a nuke is being launched to wipe out Racoon City. In this room there is a first aid spray and the facility key. Grab 'em.

You come to a room where you cannot use the lift





and steam is preventing you from progressing. Push some switches to turn off the steam. Pick up the system disk (you can get to this now that the steam is gone). You can also get to the elevator and down into the sewers again.

In the monitor room is a security manual and you can save your game. Take the water sample and head through the next door. There is a security door puzzle you have to negotiate. Start with the top layer, aligning the gap, and by process of elimination the layers should slot into place. The map shows you a room you can access that you couldn't before. Go to another save room, making sure you have the system disk, and then go to the security door that the map has indicated you can open.

### NIK IS KNACKEREDI

You bump into Nikolai. He gets into a rather messy situation and there is a surplus of taco sauce. Use the system disk on the control panel to open the door and get ready. It is dark for a while, but when the lights come on you are confronted with Nemesis. Now things gets tricky. You must shoot him and shoot the acid pipes so that they damage him. This takes a while, but he eventually falls into the leaking acid and you notice a card key that falls out of a scientist's body. Take the key, exit the room and then you will be treated to a segue which sees Nemesis falling into a vast acid storage vat seemingly dead.

Get back to the nearest item chest, and with the card key use the elevator that you couldn't use properly before (there is a second elevator).



Go down to the storage room and grab the grenade rounds. Now get out of the factory by heading back to the door through the resting room. There might be a few zombies to deal with during this bit, but you are an old hand at this now. There are some green herbs at the top of the stairs, too.

Head up to the computer room (you'll know what it looks like) where Carlos has left you a message. He has organised a chopper and left you a device that monitors the incoming nuclear attack.

Make your way to the power room at the end of the corridor littered with zombies. Some aren't quite dead yet, either. Once inside the room, work out how to turn on the power. Pushing the huge activator transformers inside their casing should

Ta-da! The final showdown! Nemesis returns looking bigger, uglier and scarier than ever. Shoot and dodge this genetic abomination and push in power transformer activators 2 and 3, then lure Nemesis in front of a giant gun that knocks him down, hopefully forever. This is hard, as Nemesis is so big he dominates the walkway. The cannon fires by itself and knocks a huge hole in the wall, and this is where you should go, luring the creature into the line of fire. Do a loop and run around Nemesis and watch the show.

As you head to the exit door a part of the creature is still moving. It is up to you if you kill it or not. Do you have time? Leave via the main door up the elevator.

Congratulations - you are finished! A true survivor of one of the best action adventure games on the PlayStation. Give yourself a cup of genetically mutated swill and sit back and enjoy the afterglow, and the full-motion video ending!













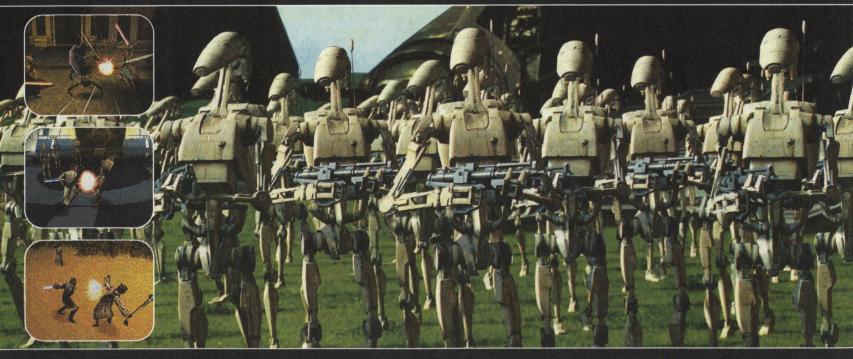








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THE NAME OF THE GAME	THE AIM OF	HOW TO	THE PSM VERDICT	
Sud Abbas' (Vic) exciting Hyper Drop has earned himself a copy of Muppet RaceMania from Sony. Congratulations!	Lara finds herself in an Australian adventure. Yippee! Her mission down under is to stop a nuclear missile from col- liding with Parliament House and rescue our beloved politicians	Multiplayer and single player modes reward points for technique as you try and improve your skills to earn appearance money and invites to big events. You can even make your own movies, as the camera angles allow you to jump from the plane.	As has already been seen in other aerial sims of this nature, it is very difficult to re-create the static environment of moving air. If this is possible (and it should be on PS2), then a game such as Hyper Drop would be an entertaining and spectacular game.	PlayStation
The Run is a jaunt of the criminal life sent in by Neil Kerkin (Qld).	You have just escaped from a police vehicle after having been found guilty of mass murder and embezzlement. The FBI have formed their own vigilante group to come after you. The Mafia (who framed you) have escaped scot-free.	This game would be a first-person perspective adventure set in an enormous city. As the game progresses, you find certain points in the game where you'll be given the chance to try and prove your innocence and allow the truth to be revealed.	The Run would probably provide plenty of entertainment that would get your heart pumping and emotions flowing. If a developer was enticed to tweak this baby, a successful game would probably result.	PlayStation
Storm Warning is a PlayStation2 concept by Steven Smith (Qid). It appears to be more of a traditional computer program than an out and out PlayStation game.	Playing Mother Nature, you control the weather. You can make it rain in the Sahara Desert or melt some icebergs bobbing around the North Pole. This game would allow you to see the effect weather can have on different areas of the world.	With plenty of modes and a separate disc for each continent, you can do what you like! You can give some of the drier nations more rain or you can make them suffer and have a massive bushfire sweep through their land. Wreak havoc and ruin the world.	The plus side is that you can destroy what you like without paying any consequences. A game of this magnitude would be difficult to harness, considering that today's meteorologists still cannot explain some of the world's phenomena.	PlayStation
Sam Fennell (NSW) sent in <i>The Towering Inferno</i> .	This concept is loosely based on the 1974 disaster movie of the same name. It is entirely set in one building that you must try to burn down. Your job is to save the building and its occupants and it's a frantic race against time.	You can play in two modes – where you're the villian and burn down the building, or the hero and save it along with its occupants. You can play as different characters (fireman, civilian etc) which will affect the gameplay.	This game actually appeared on the Atari 2600 and was quite decent. By the sound of it though, it looks as if it's destined to become what's more commonly known as a one-playwonder. Fun the first time around, but boring afterwards.	Phaystation (See See See See See See See See See Se
Matt Jesse's <i>Xtreme</i> Sandboarding is err, Matt Jesse's (Qld) entry.	There are three modes of gameplay here — championship trick mode, trick sessions and a four-player ultra mode. With 30 different sand- boards, riders and inter- national courses to choose from, you set out to become the best sand- boarder in the world.	After choosing your rider and equipment you hit the courses and begin vying for competition points and prize money. There are plenty of tricks like grabs and spins, and you can compete against mates or against the PlayStation.	A top-notch game engine would be required to make this game worthwhile. We're not sure about having everything available from the start, though. Surely there'd be more incentive to play with some added curiosity? An interesting idea.	SANDEONROING PlayStation

GO is the latest film from Doug Liman, the man responsible for one of the biggest cult-hits of the '90s -Swingers. With a ton of credibility under his belt, it seems that someone was prepared to give him a much bigger budget to play with this time around. With a cast of young Hollywood starlets and hopefuls assembled, Liman sets out to tell his tale of a late-night romp around town. With an outwardly humorous plot entwined with twists right until the end, Liman has created a superb story. As is the style of many scripts these days, GO features various stories, portrayed through different characters that inter-mingle amongst one another. For a fun adventure with a new class of future Oscar hopefuls, GO is the go. RY

Price: \$34.95 | Rating: MA15+ | Release date: Out now | Extras: Commentary, deleted scenes, bios, behind-the-scenes, music clips, original trailer. | Verdict: Big budget movie! | 8/10





Ridley Scott's latest visually dazzling epic is bigger than Ben Hur. Superbly filmed and acted, you must see this one on the big screen just for the thrilling colosseum fight scenes alone. Rome's greatest general and Kiwi/adopted Aussie Russell Crowe, thunders across the empire during the height of its domination in Europe. First glorified and then betrayed by the nation he loves, Maximus turns mean and nasty as an angry gladiator out for revenge. Crowe is superb and brilliantly displays his diverse acting talent. The only disappointment is for Python fans - there are no Maximus Dickus jokes to be found. SH

Rating: M15+ | Release date: May 4 (nationally) | Verdict: Entertainment to the Maximus. | 9/10

### Deep Blue Sea



Just when you thought it was safe to go back in the water comes this survival thriller from Renny Harlin. Deep Blue Sea is being heralded as Jaws on Steroids – and that isn't far off the mark. There are three 45-foot long scientifically-altered Mako sharks, and these monsters are far nastier and smarter than Jaws could ever dream of being. But don't expect to be scared to your wits' end unless you have a particular shark phobia. The plot is somewhat far-fetched, and all but one of the likeable characters dies. Samuel L. Jackson puts in a good performance and his exit is one of the most sudden and memorable moments in movie history. So is it good? Well no, not really. With a few exceptions, the acting is disappointing but the special effects are certainly fantastic. RY

Price: \$34.95 | Rating: M15+ | Release date: Out now | Extras: Shark featurettes, biographies, stills gallery, commentary. | Verdict: The budget didn't go towards the actors. | 5/10

## DRAGOT

### Dragon: The Bruce Lee Story

Dragon: The Bruce Lee Story was created for the sake of prosperity. Bruce's widow, Linda Caldwell introduces the movie in a rather touching speech that many will be more inclined to watch than the movie itself. Despite other cool features that appear, PSM couldn't find the promised Bruce Lee interview after endless searching, which is disappointing. There is no doubt that Linda Lee is still very much in love with her late husband, but unfortunately there is doubt surrounding how accurate this somewhat 'glossed' take on Bruce's death actually is. Nevertheless, Dragon is a must-see movie, especially for Jason Scott Lee's charismatic performance in this highly coveted role. RY

Price: \$34.95 | Rating: M15+ | Release date: Out now | Extras: Intro with Linda Lee, Bruce Lee photographs, trailers, commentary. | Verdict: Lacks the mastery of Enter The Dragon. | 7/10

The Faculty tells of an old-fashioned US high school that is being taken over by aliens. The only hope for humanity is a group of kids that have uncovered the deadly conspiracy. They try and report it to the police, but could they too be under alien influence? Now the kids fear for their own lives and must find a way to overcome the aliens by themselves. One ridiculous scene in the movie portrays a severed head growing tentacles and walking back to its respectful owner, where it is collected and fixed back into place. There are, however, some great production values and special FX in the film worth mentioning. This DVD has great image quality, and is viewable in full-screen or letterbox formats. NK

Price: \$34.95 | Rating: M15+ | Release date: Out now | Extras: Movie trailers, cast bios/interviews, scene selections, behind-the-scenes documentaries. | Verdict: B-grade with nice FK. | 5/10



Hook is interesting not for Spielberg's surprisingly lacklustre adaptation of the children's classic Peter Pan, but instead for the attempt to offer interactivity on this DVD disc. Hook comes with "The Lost Treasure" game as a special feature. The PlayStation2 has nothing to fear though, as this "interactive" game simply involves pressing your remote control's directional buttons as you witness screen after screen of lovingly rendered but static locations on a pirate isle. The idea is that the user searches the island for treasure, but like the film, it's all flash and no substance, and the novelty wears off after just a couple of remote clicks. One for kids, and Julia Roberts and Robin Williams fans only. JH

Price: \$34.95 | Rating: PG | Release date: Out now | Gxtras: Biographies, trailers, featurettes, photo galleries, game. | Verdict: You certainly won't be hooked. | 5/10

### **Net Sites**

Every month Official PlayStation Magazine will bring you the finest sites on the Internet. We'll happily spend endless hours scouring the Web high and low for the best gaming sites for you, just to save you from racking up mammoth phone bills. Aren't we nice? Happy surfing!

### comic genius

PSM's very own comic artist has put together his own fantastic Web site dis-playing his works for the world to see. Anton Emdin's site features many of his one-off pieces, as well as some of his other comics. Look out for his interactive games, the Chuck and Griffle and Cahin Fever comics and, of course, all of your favourite Joy Pad strips. Quirky and colourful fun.

### ONLY IN HOLLYWOOD

George Lucas has long been regarded as one of the true legends to emerge from Hollywood. George's company has dabbled in videogaming before with varying degrees of success. The new title from his bunch, dedi Pawer Battles, is another exciting jaunt into the outer reaches of the galaxy. George is also clued in to where the real power of PlayStation2 lies and rumour has it he's just as excited as anybody else!

### BEEFCAKE BAZAAR

When it comes to merchandising for this beloved theatrical sport, it seems that wrestling fans just want more and more. We've now got Acclaim's ECW Hardcore Revolution on our hands, which is the meanest of the entire library of games to date. If you're akin to grappling about with only men, then you'll love this one.

### THE DAILY BUGLE

Spider-Man's own Web site! Marvel Comics' arachno-superstar is back and is soon to feature in his very own game. Spider-Man will allow you to hang out in Noo Yawk city, so be prepared to scale the walls of buildings and famous landmarks in the city that never sleeps. The Daily Bugle is a site dedicated to Spidey and has plenty of information and cool artwork for punters

### THE KING OF SKATEBOARDING

Tony Hawk's Skateboarding was the surprise packet of last year's crop of games. It featured superb gameplay and it seemed most of the gaming world was well and truly hooked. PSM is happy to report that this brilliant game already has another hot-looking sequel yapping at its heels, tonyhawk.com is Tony's personal Web site and the most intriguing part is reading Tony's day-to-day travel journal. Find out what life as a professional skateboarder is all about

### RESIDENT EVIL

Web sites dedicated to Capcom's successful *Resident Evil* games have made their mark on the information superhighway. This one is amongst the very best of them out there and has all the low-down on all the survival-horror games released to date. With a good format, great images and some helpful game tips, this site is well worth a trawl.

### MUSIC PANCLUB

It seems that this site hasn't been frequented all too much, but it does offer a great meeting point for fans of Codemaster's brilliant PlayStation music creation tools *Music* and *Music* 2000. A chappy surfing under the moniker of DJ Loony leads the charge here and welcomes any new members to the club. Clubs like these are great for exchanging information and learning new techniques for games.









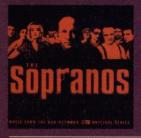




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### CD Reviews

The Sopranos Original Soundtrack [Columbia]



But has it got that Tindersticks track on it? The one where Big Tony was in the shower, crying like a baby... Tiny Tears, wasn't it? No? Damn. It's a strangely eclectic bag. You'd expect a dozen depressive drops, yet it kicks off with Alabama 3's title track (Woke Up This Morning), a driving electronic spin on the blues, floats through the classics (Bo Diddley's I'm A Man), before winding up with Wyclef Jean (oddly) and The Eurythmics (sadly). Only a couple of tracks sum up the mood of the show, Springsteen's edgy State Trooper, and Little Steven's Inside Of Me. The latter comes crashing in through a wall of clattering drums and wailing gospel vocals. All very American but very Sopranos? Not really. DM

Verdict: Gangster's purgatory. | 7/10

Embrace Dawn From Memory



Those British blokes are back with the album that proves they're not just a genetically engineered hybrid of Oasis and The Verve. Drawn From Memory takes their anthemic sound as a base and tops it with a skip load of emotion, from the spiralling crescendo of guitar on opener The Love It Takes to You're Not Alone, which is this winter's Big Tune come early. Uplifting music to kick a ball around in the park to - with complete strangers. Closing the record I Had a Time is riddled with regret, but ultimately the lads manage to imbue sadness with positivity, which pretty much sums up the album. Welcome to the sound of somebody having their heart stitched back together. DM

Verdict: Anyone for a group hug? | 9/10

Jessica Simpson Sweet Kisses (Columbia)



Jessica makes no secret that she's committed to Christianity and that her fame is allowing her to spread 'the word'. But on hearing Sweet Kisses, we're much more inclined to think of Jessica as a Britney Spears persona than an out-and-out Christian performer. Her songs are more about love, romance, stealing kisses and teenage heartbreak than anything gospel. Jessica has an amazing voice and Sweet Kisses is an undoubtedly slick LP with all the production trimmings that you could imagine. Even underneath the sugar-coated lyrics, Jessica is a ridgy-didge performer with talent to offer. RY

Verdict: I think she loves me. Not. | 6/10

Rewind - The Sound of UK Garage (Mixed by The Artful Dodger) [Ministry of Sound]



What is garage? A fibro room next to the house where you store dusty boxes. Maybe for some, but for others it's the most cutting-edge dance music being produced. With a slower bass line than conventional house, garage has a more soulful R&B sound. Rewind - The Sound of UK Garage is a new release from the Ministry of Sound, the benchmark label in the dance music world. Mixed by The Artful Dodger, otherwise known as Mark Hill and Pete Devereux, Rewind takes you on a musical journey with tracks ranging from the soulful James Brown (Funk on a Roll) to the funky dub of Tuff Jam (Needs Good Love). It is definitely an eclectic mix. LD

Verdict: This one's for the garage raver. | 7/10

### Take Up The Challenge

takeupthechallenge ......

Consider yourself an accomplished player? In this new section, PSM puts your skills to the test. The following challenges have been set by the gaming Gods in the PSM team to test your mettle.



### **Demolition Racer**

Score over 1,400 points and you can consider yourself an excellent demolition racer. Don't go and get road rage now,



### **Knockout Kings 2000**

In Slugfest mode, choose Frank Bruno and take on the greatest of all-time, Muhammad Ali. Try and knock Muhammad out cold in five rounds. Anyone who can do it in four must have a noggin made of





### Player Manager 2000

To get accustomed to a game like Player Manager, you really need to trawl through all of the options to find the ins and outs of how a game like this operates. We've set you a little exercise - go and find Steve Screech in the menu and tell us what his nationality and playing position is.



### HIGH SCORE TABLE Formula One '99

The following gamers definitely know how to burn rubber on the racetrack in Formula One '99. The top five scorers earn our Mr Slick award and have each won themselves a V3 Interact Steering wheel from Sony. The others can crack open a well-shaken bottle of bubbly and spray it all over the place.

1. Philip Filipsons	SA	1:09:742
2. Ricky Durham		1:11:902
3. James Shephard	Qld	1:12:846
4. Ben Wilkins	NSW	1:12:909
5. Dale Wilson	Vic	1:13:231
6. Ben Sweet	Vic	1:13:237
7. Stephen Marx	NZ	1:13:340
8. Stirling Jarrad		1:13:656
9. Jon Bowen	SA	1:13:830
10. Paul Solomons		1:13:982
11. Mark Emerson	SA	1:13:984
12. Shayne Bowen	NSW	1:14:528
13. Jon Bowen	SA	1:14:728
14. Mathew Leigh	Qid	1:14:899
15. Geoff Everton	SA	1:15:179





### Pro Pinball: Fantastic Journey

Ever really, really want the top score down at the arcade parlour but some absolute freak always has his name at the head of the list with a score that doubles yours? Then try your hand at Pro Pinball and get a score over 500,000. You're tops if you can get it, but anything more will put you in the dead-set legend stakes.





### Renegade Racers

The guns on the PSM team can lap times quicker than 1:28:4 blindfolded and with their hands tied behind their backs. Can you?



### Jonah Lomu Rugby

Win the World Cup with Hong Kong and if you come across New Zealand, try and keep them scoreless. If you can score more than five tries against them before half-time, you should contact the Wallabies and ask if you can keep the Web Ellis trophy for the next





### Head to the following tracks and try and beat the corresponding

Crash Team Racing

single lap times *PSM* has scored in time trial mode. Polar Pass - 1:04:00 Sewer Speedway - 0:49:00

Crash Cove - 0:33:00 Tiger Temple - 0:44:00



### Challenge of the Month | Everybody's Golf 2



Name: Age:	
Address:	
State:	Postcode:
Phone:	
Score:	
Choice of Prize:	



### most wanted

Australia's most wanted. These are the games that Official PlayStation Magazine readers are most excited about. How about you? Write to the normal address and tell us what you're dying to play, and even what you're not!



### 1. Driver 2

Fancy some underworld crime in the most notorious cities on Earth? We do! Release date: November 18% of vote



### 2. Colin McRae Rally 2.0

It's been put back for just one more month. But it'll be worth it.

Release date: June 16% of unte



### 3. Duke Nukem: Planet Of The Babes

Videogaming's answer to Arnie is back for more mauhem. Release date: June

14% of vote





### 4. Time Crisis: Project Titan

The long-awaited sequel is almost with us. Time to polish the G-Con!

Release date: July 12% of vote

new entru



### 5. Spider-Man

Arachnophobes watch out! Spider-Man is on his way and looks great.

Release date: October 11% of vote



### 6. Jedi Power Battles

Resist the Dark Side and mow down Darth Maul with your trusty lightsabre.

Release date: May 9% of vote

new entry



### 7. Tony Hawk's Skateboarding 2

Even better and enhanced than the original? Sounds impossible but it's true.

Release date: September 7% of vote

new entry



### 8. World Touring Cars

This new racer features loads of cars and plenty of cool international tracks. Release date: June

3% of vote



### 9. In Cold Blood

Could it be better than Metal Gear Solid? Not long to wait 'til we find out...

Release date: July 4% of vote



### 10. Rally Masters

It seems *PSM* readers can't get enough of fine rallying..

Release date: May 3% of vote

down 1

### 

At the time of going to press, this is the definitive list as to when you can purchase the latest PlayStation games. However, please bear in mind that making videogames is an extremely volatile process, and release dates are likely to fall down quicker than a pommy cricket team's tail-end batsman. Please phone your friendly neighbourhood games store to check the game is in stock before you smash open your piggy bank.

May		
Ballistic	THQ/GT Interactive	Puzzler
Battle Tank Assault	3D0/Sony	Shoot 'em up
Dukes Of Hazzard	Southpeak/Ubi Soft	Racing
F1 Racing Championship	Ubi Soft/Jack Of All Games	F1 racing
Infestation	Ubi Soft/Jack Of All Games	Action
Jackie Chan Stuntmaster	Radical/Sony	Scrolling beat 'em up
Jimmy White's Cueball 2	Virgin/Ozisoft	Snooker sim
Legend of Legaia	Contrail/Sony	Role-playing game
Need For Speed: Porsche	EA	Racing
Pool Palace Academy	Ubi Soft/Jack Of All Games	Pool sim
Rally Masters	Infogrames/Ozisoft	Rally racing
Rescue Shot	Namco/Sony	Gun shoot 'em up
Ronaldo V-Soccer	Infogrames/Ozisoft	Soccer sim
Star Wars Jedi Power Battles	LucasArts/Metro Games	Fighting adventure
World Snooker	Codemasters/Ozisoft	Snooker
June		
All Star Tennis 2000	Ubi Soft/Jack Of All Games	Tennis sim
Colin McRae Rally 2.0	Codemasters/Ozisoft	Rally sim
Dragon Valor	Namco/Sony	Role-playing adventure
Duke Nukem: Planet Babes	GT Interactive	Shoot 'em up
Flintstones Bedrock Bowling	Ubi Soft/Jack Of All Games	Bowling sim
Gauntlet Legends	Midway/Metro Games	Fantasy action
Mike Tyson Boxing	Codemasters/Ozisoft	Boxing sim
World's Scariest Police Chases	Fox/EA	Driving
World Touring Cars	Codemasters/Ozisoft	Racing
Future Releases		
Alien Resurrection	Fox/EA	Action adventure
Alone In The Dark 4	Infogrames/Ozisoft	Action adventure
Alundra 2	Activision	Role-playing game
Armorines	Acclaim	Shoot 'em up
Baldur's Gate	Interplay	Role-playing game
Batman	Ubi Soft/Jack Of All Games	Action adventure
Bishi Bashi Special	Konami/GT Interactive	Mini games
Black & White	Midas	God sim
Brunswick Bowling 2	THQ/GT Interactive	Bowling sim
Buffy The Vampire Slayer	Fox/EA	Action adventure
Chase The Express	Sony	Action adventure
Civilization: Call To Power	Activision	Strategy
Commandos 2	Eidos/Ozisoft	Strategy
Dance Dance Revolution	Konami/GT Interactive	Dancing sim
Dark Stone	Take 2/Jack Of All Games	Beat 'em up
Destruction Derby 3	Psygnosis/Sony	Racing
Dinosaur	Ubi Soft/Jack Of All Games	
Donald Duck	Ubi Soft/Jack Of All Games	Platformer
	Reflections/GT Interactive	
Oriver 2		Car adventure
Earthworm Jim 3D	Shiny/Interplay	Platformer
Eternal Eyes	Sunsoft	Role-playing game
Evil Dead	THQ/GT Interactive	Scare 'em up
Final Fantasy IX	Square/Sony	Role-playing game
GTA: Miami	Take 2/Jack Of All Games	Car adventure
GTA: Miami Hogs Of War n Cold Blood	Take 2/Jack Of All Games Infogrames/Ozisoft Revolution/Sony	Car adventure Strategy Action adventure

Jet Rider 3	Rage/Sony	Racing
Joe Blow	Take 2/Jack Of All Games	Platformer
JoJo's Bizarre Adventure	Capcom/Ozisoft	Beat 'em up
Jungle Book	Ubi Soft	Platformer
Karting World Championship	Midas/Metro	Kart racer
Kiss: Psycho Circus	Take 2/Jack Of All Games	Shoot 'em up
Konami Rally	Konami/GT Interactive	Rally sim
Legend Of Dragoon	Sony	Role-playing game
Martian Gothic: Unification	Take 2/Jack Of All Games	Shoot 'em up
Messiah	Interplay	Shoot 'em up
Mike Stewart Boarding	Midas	Bodyboarding sim
Mille Miglia	SCI/Ozisoft	Racing
Moho	Lost Toys	Fighting adventure
Motorhead 2	Infogrames/Ozisoft	Futuristic racer
N-Gen Racing	Infogrames/Ozisoft	Flight sim
Nightmare Creatures 2	Activision	Action adventure
Olympic Games	Eidos/Ozisoft	Sports sim
Planet Of The Apes	Fox/EA	Action adventure
Premier Manager 2000	Infogrames/Ozisoft	Soccer management s
Rayman 2	Ubi Soft/Jack Of All Games	Platformer S
Rogue Spear	Saffire/Jack Of All Games	Soldier sim
	Service Control of the Control of th	
Rollerball	MGM/EA	Futuristic sport sim
Rugby 2001	EA Sports	Rugby sim
Saboteur	Eidos/Ozisoft	Adventure
Shane Warne Cricket 2000		Cricket sim
Sheep	Empire/QV Software	Herd 'em up
Simpsons Bowling	EA	Bowling sim
Simpsons Wrestling	EA	Wrestling sim
Soul Reaver 2	Eidos/Ozisoft	Action adventure
Spider-Man	Activision	Action
Spin Jam	Empire/QV Software	Puzzler
Speedball 2100	Empire/QV Software	Future sport
Star Trek: Red Squad	GT Interactive	Space combat
Suikoden II	Konami/GT Interactive	Role-playing game
Tanktics	Infogrames/Ozisoft	Strategy
The Nomad Soul	Eidos/Ozisoft	Adventure
Team Buddies	Psygnosis/Sony	Arcade battle 'em up
Tenchu 2	Activision	Fighting adventure
Terracon	Sony	Action adventure
Test Drive 6	Infogrames/Ozisoft	Racing
Time Crisis: Project Titan	Namco/Sony	Gun shoot 'em up
Tombi 2	Whoopee Camp/Sony	Platformer
Tony Hawk Skateboarding 2		Skateboarding sim
	Studio 3/Sony	Beat 'em up
Toshinden 4		
	GT Interactive	
Unreal	GT Interactive	Shoot 'em up
Unreal Vagrant Story	GT Interactive Square/Sony	Shoot 'em up Role-playing game
Unreal Vagrant Story Vanishing Point	GT Interactive Square/Sony Acclaim	Shoot 'em up Role-playing game Racing
Unreal Vagrant Story Vanishing Point Vib Ribbon	GT Interactive Square/Sony Acclaim Sony	Shoot 'em up Role-playing game Racing Puzzler
Unreal Vagrant Story Vanishing Point Vib Ribbon VIP	GT Interactive Square/Sony Acclaim Sony Ubi Soft/Jack Of All Games	Shoot 'em up Role-playing game Racing Puzzier Action adventure
Toshinden 4 Unreal Vagrant Story Vanishing Point Vib Ribbon VIP Wacky Races Wild Wild West	GT Interactive Square/Sony Acclaim Sony	Shoot 'em up Role-playing game Racing Puzzler

### TOP 40 GAMES

The movers and the shakers, the top dogs and the sad puppies, the high-rollers and the low-lifes... Here, in its entirety, is the PSITI Top 40 - thanks to Kmart and GfK.

### G

It seems that we can't get enough of car racing in this country. Gran Turismo 1 and 2 take out the top two spots this month, consolidating it as one of the most recognisable franchises in videogaming history. And remember, only the best go Platinum!





Pos	Name	Developer	Distributor
1	Gran Turismo 2	Polyphony	Sony
2	Gran Turismo Platinum	Polyphony	Sony
3	Crash Bandicoot 2 Platinum	Naughty Dog	Sony
4	Shane Warne Cricket '99	Codemasters	Ozisof
5	Crash Team Racing Combo Pack	Naughty Dog	Sony
6	Tomorrow Never Dies	Black Ops	E
7	Tony Hawk's Skateboarding	Neversoft	Activision
8	Need For Speed IV: High Stakes	EA	E
9	Medal Of Honor	Dreamworks	E
10	Pac-Man World	Namco	Son
11	Spyro 2: Gateway To Glimmer	Insomniac	Son
12	Tekken III Platinum	Namco	Son
13	Crash Team Racing	Naughty Dog	Son
14	Time Crisis Platinum	Namco	Son
15	Croc	Fox	E
16	Speed Freaks	Funcom	Son
17	Ape Escape	Sony	Son
18	Tomb Raider: The Last Revelation	Core	Oziso
19	Toy Story 2	Traveller's Tales	Activisio
20	Croc 2	Fox	E
21	Ace Combat 3: Electrosphere	Namco	Son
22	Crash Bandicoot Platinum	Naughty Dog	Son
23	MediEvil Platinum	Sony	Son
24	Final Fantasy VIII	Square	Son
25	Mickey's Wild Adventure Platinum	Disney	Son
26	Final Fantasy VII Platinum	Square	Son
27	Driver	Reflections	G
28	<b>Barbie Race And Ride Combo Pack</b>	Runecraft	Son
29	Ridge Racer Type 4	Namco	Son
30	Hercules Platinum	LucasArts	Son
31	Silent Hill	Konami	G
32	Driving Twin Pack	Single Trac/989 Studios	Son
33	Colin McRae Rally Platinum	Codemasters	Oziso
34	Racing Twin Pack Visual Sci	ences/Attention To Detail	Son
35	Championship Motocross	Funcom	G
36	Syphon Filter	989 Studios	Son
37	Tarzan	Disney Interactive	Son
38	Extreme Twin Pack	Sony	Son
39	Tekken III	Namco	Son
40	Die Hard Trilogy	Fox	E

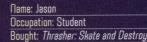
### TALKING SHOP

Enough of our yakking, you want to know what PlayStation fans have actually spent their hard earned dollars on this month. We took a peek in the bags of this unsuspecting lot to find out.









### Name: Shane Occupation: Student Bought: *Quake II*

### And why...

"I love first-person shoot 'em ups. I buy nearly every one that comes out."



"I've mastered Tony Hawk's Skateboarding, so I wanted another challenge."





Name: Tom Occupation: Builder Bought: Cool Boarders 4

"It's something different and I'm bored with most of my other games at the





Name: Ferdinando Occupation: Student Bought: Final Fantasy VIII

"Final Fantasy VII was great. It had an excellent storyline and FMV sequences."

Official PlayStation Magazine

MediEvil 2



MediEvil 2 is a challenging actionadventure perfect for those who love games nature, you can't go packed with both action and puzzles. Improvements over the original include better controls and camera angles. MediEvil 2 provides top quality gaming. 9 very best available. 9 around. 9

### Rollcage Stage II



When it comes to defying gravity and the very laws of past Rollcage II. Racing games don't get any more exciting microcosms. The than this, and with slicker graphics and new tracks, this game and it's one of the rates amongst the

### Micro Maniacs



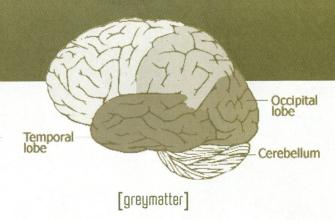
Micro Maniacs offers a new approach to racing. As a cute little tike, you hit the racing circuits around the home in excellent tracks are certainly a highlight, best party games

Syphon Filter 2



Many punters were impressed with Syphon Filter and its hero Gabe Logan, and we are glad to attest that its sequel is even better. With new levels, playable characters and multiplayer mode, this game is impressive. You'll be hooked. 9

### Australia's No.1 retailer for Sony PlayStation games Cricket 2000 **58.95** PlayStation. Formula 1 2000 **68.95** PlayStation FIFA 2000 **78.95** Superbikes 2000 **78.95** SUPERBIKE PlayStation International Track and Field 88.95 PlayStation Skate and Destroy **88.95** PlayStation Tiger Woods 2000 **78.95** PlayStation. Gran Turismo 2 **68.95** PlayStation KM7012



Let our mighty brain take the strain out of any purchases for that little grey box. Neural networks have been searched and brain cells destroyed simply to bring you this hot 100.







Title	Style	Price	Icons		Description	Score
Die Hard Trilogy	Arcade	\$39.95		1	Three good games for the price of one.	8
	adventure	NZ\$39.95				
Dino Crisis	Action	\$69.95		1	Nasty Jurassic adventure for your PlayStation -	9
	adventure	NZ\$99.95			suitably gory.	
Discworld Noir	Point 'n' click	\$79.95		1	The most atmospheric and visually	8
	adventure	NZ\$99.95			stunning adventure of its type.	
Doom	First-person	\$29.95		1	The classic spooky first-person shoot 'em up.	8
	shoot 'em up	NZ\$99.95				
Driver	Car chaser	\$89.95		1	A new concept in driving games – gorgeous	9
		NZ\$99.95			to look at, satisfying to play.	
Duke Nukem:	Shoot 'em up	\$69.95		2	Humourous but violent 3D blaster.	8
Time To Kill	adventure	NZ\$59.95				
Eagle One: Harrier	Flight sim	\$89.95		2	A top-notch flight sim with massive areas.	8
Attack		NZ\$109.95				
Everybody's Golf 2	Arcade golf	\$49.95		4	One of the best sports games you	9
		NZ\$69.95			can buy.	
Fear Effect	Action	\$89.95			This is a genre-busting, puzzle filled adventure	8
	adventure	NZ\$99.95			that has cinematic presentation.	
FIFA 99	Soccer sim	\$79.95		8	Stunning visuals and lots of fun to play.	8
		NZ\$99.95			comming violate and lots of fair to play.	Ů
Final Fantasy VIII	Role-playing	\$89.95			A role-playing masterpiece and one of the	10
	game	NZ\$99.95			most mesmerising games ever.	10
Final Fantasy VII	Role-playing	\$39.95			An epic role-playing adventure that	10
	game	NZ\$39.95		٠		10
Formula 1 '99	Motor	\$79.95		2	everyone can enjoy.	
, o,,,,a,a 1 33	racing sim	NZ\$99.95		٤	A comprehensive F1 game with superb	8
Gex: Deep Cover	Platformer	\$89.95			handling and visuals.	
Gecko	riationnei				Platforming fun with the wise-cracking lizard.	7
Ghoul Panic	Chart land on	NZ\$119.95				
GHOUI FAILIC	Shoot 'em up	\$49.95		8	Time to don your holster once again for this great	7
O Deller	FILL 1	NZ\$69.95			3D adventure from the <i>Point Blank</i> creators.	
G-Police:	Flight sim/	\$69.95			Great dogfighting and flying gameplay –	8
Weapons Of Justice	shooter	NZ\$69.95			an excellent sequel.	
Gran Turismo	Sports	\$39.95		2	The second-best racing game ever made.	10
	car racing	NZ\$39.95				
Gran Turismo 2	Sports car	\$79.95		2	The very best just got better. More cars, tracks	10
	racing	NZ\$89.95			and rally racing.	
Grand Theft	Criminal action	\$89.95		2	Controversial and addictive, GTA2 will have you	9
Auto 2	adventure	NZ\$119.95			in a virtual underworld of crime.	
Grandia	Role-playing	\$79.95			One of the best RPG's available featuring an	8
	game	NZ\$109.95			involving story set on a massive scale.	
International Track	Athletics sim	\$79.95		4	This title has a few new events and noticeably	7
& Field 2		NZ\$99.95			better graphics.	
ISS Pro Evolution	Soccer sim	\$79.95		4	The Konami team have outdone themselves	10
		NZ\$109.95			once more with the best soccer game ever.	
Jedi Power Battles	Fighting	\$89.95		2	Slick, entertaining and eminently playable	8
	adventure	NZ\$99.95			challenge in the Star Wars universe.	
Jonah	Rugby sim	\$89.95		2	The best (and only) rugby sim out there.	8
Lomu Rugby		NZ\$109.95				
KKND: Krossfire	Strategic	\$89.95		2	Fantastic Australian-made warfare	9
	warfare	NZ\$99.95			strategy game.	
Knockout Kings 2000	Boxing sim	\$79.95		2	Legendary champions and great looks make	8
		NZ\$99.95			this the best boxing sim out there.	
Kurushi Final	Puzzler	\$69.95		2	An enthralling mental workout for PlayStation	7
		NZ\$69.95		التار	owners.	
Le Mans 24 Hours	Touring car	\$79.95		2		-
2	racing	NZ\$99.95			No challenger to the <i>Gran Turismo</i> games, but a	7
Legacy Of Kain:	3D adventure	\$89.95			strong racer in its own right.	
Soul Reaver	30 adventure				Tomb Raider with vampires. Superb.	9
	Conner	NZ\$109.95				
MA Manager	Soccer	\$89.95		4	The best soccer management title yet.	9
	management	NZ\$89.95				
	Arondo	\$49.95			Fun and very playable adventure romp.	9
MediEvil 2	Arcade				Torraina very playable adventure fortip.	•
	adventure	NZ\$69.95			Turi and very playable adventure formp.	
MediEvil 2 Metal Gear Solid					Simply the best game ever made, now on	10















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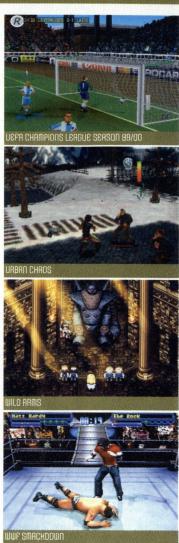
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Title	Style	Price	lcons Description	Sc
Metal Gear Solid:	MGS training	\$49.95	Metal Gear devotees will love it, but it doesn't	
			have the magic of the real game.	
Special Missions	missions	NZ\$69.95		
<i>Nicro</i>	Dinky racer	\$49.95	Cute and addictive mini racing action.	
Machines V3		NZ\$59.95		
Aicro	Wacky racer	\$79.95	There's no finer eight-player racing game on	,
Maniacs		NZ\$119.95	PlayStation.	
Monkey Hero	RPG/arcade	\$89.95	Simple and satisfying adventure – a perfect	1
	adventure	NZ\$99.95	introduction to RPGs for youngsters.	
Mortal Kombat 3	Beat 'em up	\$89.95	A fun, old-style, gory beat 'em up.	1
		NZ\$39.95		
MTV Sports:	Snowboarding	\$89.95	A fine, more trick-orientated rival to the Cool	
Snowboarding	sim	NZ\$119.95	Boarders games.	
Muppet RaceMania	Kart racer	\$49.95	Superb kart racing with all your favourite furry	
иоррег насстата	narr racer	NZ\$69.95	Muppets.	
14 - : - 0000			An improved interface with more options,	
Music 2000	Music creation	\$79.95		
		NZ\$119.95	this is better than its great predecessor.	
NBA Live 2000	Basketball sim	\$89.95	The newly crowned basketball king for	
		NZ\$99.95	the PlayStation.	
Need For Speed:	Racing	\$79.95	Race the cops on open roads in high	
High Stakes		NZ\$99.95	performance sports cars.	
NFL Blitz 2000	American	\$89.95	Fantastic and addictive gameplay that will have	
	football sim	NZ\$99.95	you reaching for the Gatorade.	
NHL 2000	Ice hockey	\$89.95	Fast and furious, this is the supreme ice	
	sim	NZ\$99.95	hockey simulation.	
Oddworld:	Platform	\$69.95	More engaging and quirky platform	
Abe's Exoddus	adventure	NZ\$69.95	adventuring.	
Oddworld:	Platform	\$49.95	Full of bright ideas and originality.	
Abe's Oddysee	adventure	NZ\$49.95		
Omega Boost	3D shooter	\$59.95	One of the best 3D shooters on PlayStation.	
		NZ\$69.95		
Pac-Man World	Platformer	\$59.95	Celebrate Pac-Man's 20th birthday with this	
		NZ\$69.95	silky-smooth platformer.	
PaRappa The	Rap 'em up	\$59.95	Before Jammer Lammy there was PaRappa.	
	кар еш ор		Hilarious fun if you can find it.	
Rapper		NZ\$99.95	THE PARTY NAMED AND ADDRESS OF	
Pocket Fighter	Dinky beat 'em	\$89.95	Hard to find these days, but a worthy	
	up	NZ\$99.95	2D fighting game – honest!	
Point Blank	Shoot 'em up	\$59.95	Accurate gunplay that is addictive	
	adventure	NZ\$99.95	and entertaining.	
Point Blank 2	Shoot 'em up	\$59.95	Highly addictive puzzle game with a gun –	
	adventure	NZ\$69.95	a great sequel with the Doctors.	
Quake II	First-person	\$89.95	An extremely impressive conversion to the	1
	shooter	NZ\$99.95	PlayStation. Don't miss this one!	
DC Stunt Contra			Tricky and fun radio-controlled helicopter	
RC Stunt Copter	Helicopter/flight			
	sim	NZ\$99.95	mayhem.	
Ready 2 Rumble	Arcade boxer	\$89.95	An entertaining boxing game with more flair	
Boxing		NZ\$119.95	than any other!	
Resident Evil 2	Scary	\$49.95	More horrific, zombie-filled, 3D	1
	adventure	NZ\$109.95	adventuring.	
Resident Evil 3	Scary	\$89.95	A brilliant and horrific adventure that will	
Nemesis	adventure	NZ\$99.95	challenge the best gamers.	
Re-Volt	Arcade racer	\$89.95	Radio-controlled racing madness through	
	2300 14001	NZ\$99.95	urban-fantasy worlds.	
Didgo Bosos 7	Arondo x		The finest arcade racing game	
Ridge Racer Type 4	Arcade racer	\$49.95		
		NZ\$89.95	that your money can buy.	
Rollcage Stage II	Futuristic racer	\$49.95	Defy gravity once more in this excellent racer.	
		NZ\$99.95		
Rugrats Studio Tour	Kids platformer	\$89.95	✓ 🔊 🦰 🌉 💮 🚾 🚾 4 Variety and challenges make this a worthy	
		NZ\$99.95	kids game.	
R-Type Delta	Shoot 'em up	\$89.95	Retro blasting to make you weep	
		NZ\$109.95	with happiness.	
Shapa Warna	Cricket eine		Joy as cricket comes to the PlayStation.	
Shane Warne	Cricket sim	\$49.95	July as cricket comes to the Hayoldhor.	
Cricket '99		NZ\$59.95		
Silent Hill	Horror	\$89.95	Plenty of gory stuff packed into this disc –	
	adventure	NZ\$119.95	don't play this game alone.	

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Street   Publishmen   \$73.95	Sled Storm				4		8
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Sover Freats  Not racing  592-95  Sover Freats  Not racing  592-95  Sover Annual Petitorner  NSS9-95  Total Petitorner  NSS9	Smurfs	Platformer					7
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Supro 2 Gebrung 75 3D adventure   Sea 95	Speed Freaks	Kart racing			4		8
Signer 2: Cateway To 3D adventure \$69.95	Spyro The Dragon	Platformer					8
Sar Wars: The SD adverture \$79.95  Sar Wars: The SD adverture \$79.95  Sare Righter Beat from pt \$89.95  Sincer Fighter Deat from pt \$89.95  Sincer Fighter 2  NSS11935  Super Fluzzle Puzzler 889.95  Super Fluzzler 9  Super Fluzzl	Sovro 2: Gateway To	3D adventure					
Silve Miss. The solution and competing simulation of an amazing movie.  Since Figither Set en up S99.5 N. S.		3D adventure					9
Planeton Menace  N2510365	Star Wars: The	3D adventure		MARIE			9
Alpha 3 Super Puzzler Super	Phantom Menace		NZ\$109.95				
Super Flutate Puzzler Sep 95   2   Attendusly mod Japanese puzzle antice. 6   Fighter 2   NZS 1995	Street Fighter	Beat 'em up	\$89.95		2	The best of the Street Fighter bunch.	9
Fighter 2 Synhor Filter 30 adventure Signification Synhor Filter 30 adventure Signification Synhor Filter 30 action Synhor S	Alpha 3		NZ\$119.95				
Systhon Filter  30 adventure  N259 95		Puzzler			2	Hilariously mad Japanese puzzle antics.	6
Syphon Filter 2 3D action 869.95		3D adventure	ASS. 4 - A. 253			Multiple phications because this applications are a	•
Tarzan Platformer NZ599.95	Cyprion i liter	3D doverture					8
Tarzon Platformer NX579 95 Teskien III Solid kids platformer with great graphics, strong 7 Inchize September 1 September 1 September 1 Solid kids platformer with great graphics, strong 7 Inchize September 1 September 2 September 1 September 2 Sep	Syphon Filter 2	3D action	\$69.95	MARIN	2		9
Tenken III		adventure	NZ\$89.95				
Tenchu Action NYS99.55 Theme Pairk World Stralegy 49.95 Thresher: Skateboard sim Seg. 9.55 Theme Pairk World Stralegy 49.95 Thresher: Skateboard sim Seg. 9.55 Thresher: Skateboard sim Seg. 9.	Tarzan	Platformer					7
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adventure NZ\$99.95  Theme Park World  Strategy  A9.95  NZ\$9.95  Thrasher  Skateboard sim  S89.95  NZ\$99.95  Time Criss  Shoot: em up  S39.95  Shoot: em up  S39.95  Shoot: em up  S39.95  Time Criss  Shoot: em up  S39.95  Time Criss  Shoot: em up  S39.95  Save Morror acer  NZ\$99.95  Torch Rader:							
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Skate & Destroy  NZ\$99.95  Time Crisis Shoot 'em up S39.95  Avenure NZ\$99.95  TOCA: Touring Motor racer S39.95  Car Championship NZ\$79.95  Tomb Raider: NZ\$19.95  Tomb Raider: NZ\$10.95	Thropher	Chatabasadalas					
Time Crisis Shoot 'em up adventure NZ\$99.95  TOCA: Touring Motor racer S39.95  NZ\$99.95  Tomb Raider: The Last Revelation NZ\$19.95  Tomb Raider: NZ\$10.95  Tomb		Skateboard sim					8
TOCA: Touring Motor racer \$39.95	Time Crisis	Shoot 'em up	\$39.95				9
Car Championship Tomb Raider: The Last Revelation NZ\$19.95 NZ\$99.95 NZ\$19.95 NZ\$10.95 NZ\$10.9	Name and the same	adventure	NZ\$99.95			adventure.	
Tomb Raider:  The Last Revelation  NZ\$119.95  Unlimited exploration!  NZ\$119.95  Unlimited exploration!  NZ\$119.95  Collection.  NZ\$119.95  Collection.  All the requisite tackies, through balls and long 8  All the requisite tackies, through balls and long 9  The wacky sequel to PaRappa with a collection.  All the requisite tackies, through balls and long 9  The wacky sequel to PaRappa with a collection.  All the requisite tackies, through balls and long 8  All the requisite tackies, through balls and long 8  All the requisite tackies, through balls and long 8  All the requisite tackies, through balls and long 8  All the requisite tackies, through balls and long 8  All the requisite tackies, through balls and long 8  All the requisite tackies, through balls and long 8  All the requisite tackies, through balls and long 8  All the requisite tackies, through salls and lon		Motor racer			2	Amazingly realistic and detailed racing car sim.	9
The Last Revelation  NZ\$119.95  unlimited exploration!  Finally a skating game worthy to add to your 9  Skateboarding sim NZ\$99.95  Collection.  UEFA Champions  Soccer sim \$69.95  NZ\$119.95  DEFA Champions  Soccer sim \$69.95  NZ\$119.95  DEFA Champions  Soccer sim \$69.95  NZ\$119.95  DIFA Champions  Action \$79.95  Action \$79.95  NZ\$69.95  DIFA Champions  Soccer sim \$69.95  DIFA Champions  Action \$79.95  NZ\$69.95  DIFA Champions  Action \$79.95  DIFA Champions  Acti	R 12-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-	3D adventure				Atmosphasia bookiful and wall and for	10
Tony Hawk's Skateboarding sim NZ\$99.95  Skateboarding sim NZ\$99.95  Collection.  UEFA Champions Soccer sim \$69.95  NZ\$119.95  NZ\$11  A quality RPG that is challenging and 8 encompasses many elements.  NZ\$119.95  NZ\$119.9		3D adventure					10
Skateboarding sim NZ\$99.95 collection.  UEFA Champions Soccer sim \$69.95 ps	The Control of the Control	Skateboarding			2		9
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League Season 99/00       NZ\$119.95       passes you could wish for with the Euro big boys.         Um Jammer       Musical party       \$59.95       Image: The wacky sequel to PaRappa with a collection of guitar-based tunes.         Lammy       game       NZ\$69.95       Image: The wacky sequel to PaRappa with a collection of guitar-based tunes.         Urban Chaos       Action       \$79.95       Image: The wacky sequel to PaRappa with a collection of guitar-based tunes.         Vandal Hearts II       RPG       \$89.95       Image: The wacky sequel to PaRappa with a collection of guitar-based tunes.         Vandal Hearts II       RPG       \$89.95       Image: The wacky sequel to PaRappa with a collection of guitar-based tunes.         Value and variety.       Value and variety.       Image: The wacky sequel to PaRappa with a collection of guitar-based tunes.         Value and variety.       Value and variety.       Image: The wacky sequel to PaRappa with a collection of guitar-based tunes.         Value and value and variety.       Image: The wacky sequel to PaRappa with a collection of guitar-based tunes.       Image: The wacky sequel to PaRappa with a collection.       Image: The famous rappers star in this nasty and parapers star in this nasty and parapers.       Image: The famous rappers star in this nasty and parapers star in this na					8		8
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Urban Chaos       Action       \$79.95       ✓       ✓       Intrigue and variety.       8         Vandal Hearts II       RPG       \$89.95       ✓       ✓       ✓       Intrigue and variety.       8         Vigilante 8       Driving combat       \$89.95       ✓       ✓       Intrigue and variety.       8         Vigilante 8       Driving combat       \$89.95       ✓       ✓       Intrigue and variety.       9         Vigilante 8       Driving combat       \$89.95       ✓       ✓       Intrigue and variety.       9         Vigilante 8       Driving combat       \$89.95       ✓       ✓       Intrigue and variety.       9         Vigilante 8       Driving combat       \$89.95       ✓       Intrigue and variety.       9         Vigilante 8       Driving combat       \$89.95       ✓       Intrigue and variety.       9         Vigilante 8       Driving combat       \$89.95       ✓       Intrigue and variety.       9         Vigilante 8       Driving combat       2       Funky car chases and blasting action.       9         Vigilante 8       Driving combat       1       Unprecedented quality in a rally game – isn't 10       10         Warcraft 2       Real-time seps.99.95 <td>Um Jammer</td> <td>Musical party</td> <td>\$59.95</td> <td></td> <td></td> <td>The wacky sequel to PaRappa with a collection</td> <td>8</td>	Um Jammer	Musical party	\$59.95			The wacky sequel to PaRappa with a collection	8
adventure NZ\$109.95 intrigue and variety.  Vandal Hearts II RPG \$89.95 \ NZ\$99.95 encompasses many elements.  Vigilante 8 Driving combat \$89.95 \ NZ\$89.95 \ NZ\$89.95 \ NZ\$89.95 \ NZ\$89.95 \ Adventure NZ\$109.95 encompasses many elements.  V-Rally 2 Rally racing adventure NZ\$109.95 encompasses and blasting action.  Warcraft 2 Combat sim \$89.95 \ NZ\$99.95 \ NZ\$99.	Lammy	game	NZ\$69.95			of guitar-based tunes.	
Vandal Hearts II RPG \$89.95	Urban Chaos						8
Vigilante 8 Driving combat S89.95 NZ\$89.95 V-Rally 2 Rally racing adventure NZ\$109.95 Warcraft 2 Combat sim S89.95 VZ\$99.95 Warzone 2100 Real-time strategy NZ\$109.95 VZ\$109.95 Real-time strategy NZ\$109.95 VZ\$109.95 V	Vandal Hearts II						8
NZ\$89.95  Warcraft 2 Combat sim \$89.95 NZ\$99.95  Warzone 2100 Real-time \$89.95 NZ\$109.95  Wargone 2100 Real-time \$89.95 NZ\$109.95  A great looking racer with an excellent, pumping soundtrack.  Worms Turn-based \$89.95 NZ\$89.95  A great looking racer with an excellent, pumping soundtrack.  Worms is a hilarious party game that is still as 8 Real-time party game party game that is still as 8 Real-time party game party game that is still as 8 Real-time party game that is still as 8 Real-time party game party game that is still as 8 Real-time party game party game that is still as 8 Real-time party game party game party game that is still as 8 Real-time party game p			NZ\$99.95			encompasses many elements.	
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adventure NZ\$10995 that reason enough?  Warcraft 2 Combat sim \$89.95	V-Rally 2	Rally racing				Unprecedented quality in a rally game – isn't	10
NZ\$99.95  Warzone 2100  Real-time \$89.95		adventure	NZ\$109.95				
Warzone 2100 Real-time \$89.95	Warcraft 2	Combat sim				Highly addictive strategy warfare game.	8
strategy NZ\$109.95 unprecedented in this genre.  Wipeout 3 Futuristic racer \$79.95	Warzone 2100	Real-time				The 3D graphics and gamenlay are	
Wipeout 3 Futuristic racer \$79.95 NZ\$89.95 Pumping soundtrack.  Worms Turn-based \$89.95 NZ\$99.95 Turn-based \$89.95 NZ\$99.95 Turn-based \$89.95 NZ\$99.95 The famous rappers star in this nasty NZ\$99.95 Taste The Pain NZ\$99.95 The thinking man's clinch 'em up, SmackDown 8  Westling sim \$89.95 NESS NATIONAL STATE THE Pain NZ\$99.95 The thinking man's clinch 'em up, SmackDown 8	Traizone E100						9
Worms Turn-based \$89.95	Wipeout 3	Futuristic racer	\$79.95		2		10
Armageddon shoot 'em up NZ\$99.95 entertaining as ever.  **Wu-Tang:** Beat 'em up \$89.95		•	NZ\$89.95			pumping soundtrack.	
Wu-Tang: Beat 'em up \$89.95		Turn-based	\$89.95		4	Worms is a hilarious party game that is still as	8
Taste The Pain NZ\$99.95 beat 'em up. This one's violent and gory.  WWF SmackDown Wrestling sim \$89.95							
WWF SmackDown Wrestling sim \$89.95 Me 4 The thinking man's clinch 'em up, SmackDown 8		Beat 'em up			4		8
	WWF SmackDown	Wrestling sim			4		8



WWF SMACKDOWN	
war unmanadan	
DUAL SHOCH	~
MEMORY CARD	
ANALOG	<u> </u>
MULTITAP	
STEERING WHEEL	
LINK CABLE	
Mouse	
neg con	



Publisher: Codemasters

Style: Mini racer

Program: Playable demo

The long-awaited sequel to Micro Machines V3 is finally here! The latest edition in the series has dramatically ditched the mini vehicles in favour of something more sci-fi – the Micro Maniacs. These little genetic mutants, in a freak twist,

Our demo gives you the opportunity to play either on your own or with a friend as one of four characters - Mesme, V4, Twister or Vortex. Each of these maniacs has their own special ability. Pick up the power-ups littered around the tracks to unleash their powers. As with any Micro Machines game every track is unique. Choose between Party Poppers, a bizarre jungle where you'll be launched skywards by birthday cake and bounce across giant jellies, and Tank Top Terror, a nightmare student bedroom, where you might wish to stop and take a closer look at Play Videogames To Win Women. Incidentally, this is not currently available at Angus & Robertson. We know. We checked.



Step 1: Pop up the lid and place PSM's disc into your lucky PlayStation.



Step 2: Then it really is as straightforward as pressing Power on your machine. Go on, risk it.



Step 3: Cue Sony, PlayStation and then Powerline logos. Finally the game name flashes on a funky background. Like this.



Step 4: Scroll left and right with the D-Pad to select other demos and then press Start to play.



Any problems, just pop your disc in an envelope to the address above and we'll send you a replacement.





**MICRO MANIACS** 







Accelerate Brake

The full game includes a choice of eight maniacs and courses that range from the rather domestic kitchen table to the sinister student bedroom.

PSM put the Maniacs under the microscope for a full examination in PSM 33





### DEMOLITION RACER

Publisher: Infogrames Style: Racing game Program: Playable demo

Buckle up for a rough ride. Our demo puts you in the heart of the action on the Pitbull Speedway – a three-lap race where coming first isn't enough to win. If you want to come out on top, you'll have to damage your fellow drivers along the way. Points are awarded for smashing into your contenders, so smash or be smashed.

- Change camera
- Horn
- Brake
- and logo at car select screen
- Accelerate
- ш Pick-up 1 (and horn) L2 Pick-up 2 (and horn)
- R2 Change view
- Start Pause
- Select Quit

**Additional Features**The full game includes the one-hit kill move ominously named Death From Above and the homicidal deathmatch bowl.

We stripped Demolition Racer down to its chassis in a playtest in PSM 31 (page 66).









Publisher: Sony Style: Stealth 'em up

Program: Video

### SYPHON FILTER 2

Seems as if the days of the trigger-happy shoot 'em up are well and truly numbered by the likes of Metal Gear Solid and Syphon Filter If the first game wasn't enough to draw you into the line of stealth fire, the game alchemists over at 989 Studios have come up trumps with a new and improved version. Once again you find yourself in the steel-toed shoes of loveable rogue Gabriel Logan. He's back with more gadgetry than ever - night vision goggles, sniper rifles and flame throwers. But if you want to survive the deathmatch mode, you're going to need wits sharper than Bill Connolly's. For more info, see page 60 of PSM 33.





### PLAYER MANAGER 2000

Publisher: 3DO/Anco

Style: Football management sim

Program: Playable demo

With a host of experts hand-picked from some of the finest footy teams, 3DO and Anco are attempting to create the world's most authoritative football management sim. In the demo, choose to manage any one of 92 teams from the four English divisions for a period of eight weeks.

### Controls

- Select \* Select
- u Help (when offered)

### Select

**Additional Features** The finished game features three depth statistics on over 30,000 players worldwide, individual and team training (including individual player career development), and it enables you to manage any major European Club in all domestic and UEFA competitions.

### **Further Information**

Publisher: THO Style: Wrestling sim

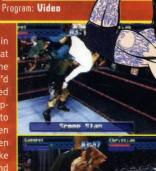
More details in PSM soon.

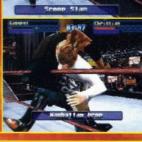




### WWF SMACKDOWN

Whether it's men in pants, ladies in lycra, or heavy bodily contact that turns you on, the latest edition in the WWF series has got it all. As you'd expect there's a huge list of licensed wrestlers available for your chap-slapping pleasure, the opportunity to customise your very own lard-laden warrior, and more moves than even Will Smith could jiggy wit'. Fights take place both in and out of the ring, and with four players bashing each other at once, it's a full-on sweat fest. What more could any WWF fan want? playtest? Turn to page 68!





Publisher: Infogrames Style: Bike racer Program: Video

You'd think after years of playing the likes of Solid Snake, James Bond and Premier League football players, the life of a pizza delivery boy would be easy. But it's fraught with danger, death-defying deliveries and stress. This arcade favourite has been reborn, revamped and more than slightly reheated. Sit back, lick your lips and dial your local pizza delivery company. We did in PSM 33 when we previewed Radikal Bikers (page 53).









### PRO PINBALL: PANTASTIC JOURNEY

Publisher: Empire

Style: Pinball sim

Program: Playable demo

Play ball to your heart's content without the need for a pocketful of change. Our demo lets you bash your ball-bearings for a full, tantalising two minutes. It's a simple premise – start the ball rolling and clock up the points as quickly as you can.

### Controls

. Right flipper

Start new game \*

L1/L2 Nudge R1/R2 Nudge

The full game is set against the backdrop of a fantasy adventure. Fire your ball-bearings to the centre of the Earth with Professor Steam, then launch them to The Mysterious Island to prevent the evil General Yugov from taking over the world.

Fantastic Journey was reviewed in PSM 32 (page 77).





### Publisher: Sony

Style: Space strategy

Program: Video

### COLONY WARS: RED SUN



The third instalment in the Colony Wars saga certainly looks a lot better than its predecessors – so good in fact that we wanted to give you the opportunity to savour its stunning graphics once more. One of the delights you'll notice is that its previously restrictive mission-based action has been discarded in favour of a more free-roaming game. Further delicacies include a bunch of bounty-hunting tasks, and weapons to spend your hard-earned credits on. But if you want to know why the mysterigoing to have to buy the full game. Check out page 74 of PSM 33 for a review.

Publisher: Infogrames

Style: Jet racer

Program: Video

**N-GEN RACING** 

Combat, then N-Gen Racing would almost certainly be the result. You race your choice of military superplane through myriad checkpoints and across hazardous rolling terrain. But what it lacks in originality, it more than makes up with blistering visuals and a swarm of air-to-air weaponry. With the obligatory techno soundtrack to boost your heart rate's BPM, a two-player split-screen mode, and the kind of meticulously detailed arenas that are as intense to negotiate as they are diverting to look at, *N-Gen Racing* has all the ingredients for a top-flight racing trip. Turn to page 47 for our early impressions of the preview







### RENEGADE RACERS

Publisher: Interplay Style: Hart racer Program: Playable demo

This super-aggressive, no messin' shoot 'em up racer is a kind of military Speed Freaks. The mega-rich and aptly-named Buck Billionaire has issued a call to all renegades to participate in his Renegade Racing Championship. Entries flood in, and it seems as though every man and his dog considers himself some sort of a renegader. In this demo choose from one of three menacing-looking characters, jump in your super craft and hold on tight – it's gonna be a bumpy ride! Pick up health power-ups and weaponry along the way, but watch out for booby traps dropped by your dastardly opponents.



Steer Accelerate \* Brake

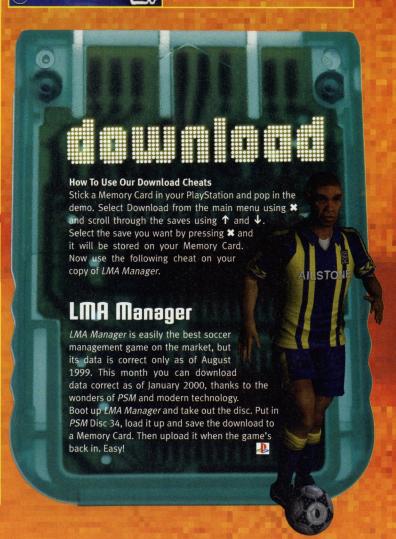
ш Pick-up 2 (and horn) 12

Power-slide R2 Change view

### **Additional Features**

The full game features over 40 races and a sociable two-player party

Renegade Racers gets thoroughly inspected in a review in PSM 33



# ON SALE MAY

WHILE ELECTRONIQUE

**EXCLUSIVE REVIEW** 

## WORLD TOURING CARS We've got the inside track!

### On the disc

- Colin McRae Rally 2.0
- WWF SmackDown
- MediEvil 2
- Urban Chaos
- WTC World Touring Cars
- Spider-Man
- Muppet RaceMania
- Everybody's Golf 2
- Plus download cheats and a couple of surprises!

- Gran Turismo 2 and International Track & Field 2 official play guides, plus extra cheats pages
- We talk to the creator of GT 2000 and he wants a four-player mode!
- Cops playing GTA and Driver
- Latest PlayStation2 games
- Final Fantasy IX update
- Duke Nukem: Babes reviewed
- Plus all the latest news, tips and the best games reviewed first.

THE FIRST LOOK!

## AN EXCLUSIVE LOOK AT PLAYSTATION'S TRUE COOL BOARDER

## amous astwordskyhurst) >



In 1997 at just 17 years of age, Ky Hurst PSM: What was the very first videogame became the youngest ever winner of the that you remember playing? Uncle Toby's Super Series. Just a year later, of the most successful and likeable athletes in Australian sport. And for the record, we found out that Ky is just as competitive and ambitious when it comes to PlayStation...

### Official PlayStation Magazine: How long have PSM: You owned that console? you been playing games?

**Ky Hurst:** I haven't been playing for too long. I always head over to my mate's house when for it from the video store. I get the urge and play all of his games.

### PSM: So what games do you guys play?

**KH:** We get really into *Cool Boarders 2* and *3*, chance to play a lot lately, with training and all, daily routine. Most of my weekends I'm racing and during the week I don't have a lot of time to spend at my mate's house because of training - and when I'm not training I'm sleeping or just gonna crank it up as soon as I get that!

### forward to this year?

HH: Oh yeah, I can't wait. I'm in my room mostly watching TV or listening to music when I get time off so I'll be able to set it up, whack the telly on, switch on the PlayStation2 study more on this new site (www.xsig.com) so the PS2 will make it really easy

### PSM: Yeah, we can't wait either! Watching

KH: Oh what? It has DVD?!

### PSM: Yeah!

KH: No way! What? Man that's awesome. F\*\*k, now I really can't wait!

### PSM: Are you looking forward to any particular games this year?

KH: Yes! Gran Turismo 2. I haven't had the chance to play it yet and it really looks like a

### PSM: So your mate - we take it you two get KH: Yeah, sometimes. It's actually hard pretty competitive on the PlayStation?

**KH:** Err, it's Grant Hackett actually!

### PSM: Wow, really?

KH: Yeah, he absolutely loves it. We get pretty competitive when it comes to the PlayStation. We get really competitive playing the Cool Boarders games, racing and getting the highest points. Grant actually kicks me at it though. He's really, really good at it.

HH: Oh God, I think it was on the Sega. It Ky repeated this feat and has become one was that in-built game on the Master System where you throw rock-things. He was a little dude... Alex Kidd or something? Yeah, that was it! I think that's still around. That was an awesome game!

KH: Yeah. I had a Master System but we'd just go and hire heaps and heaps of games

### PSM: Where do you see yourself in a year?

HH: Pretty much doing what I'm doing now but I think I will have developed a lot more so I'll be and Gran Turismo which is cool. I really like able to excel on what I've done already. I'll be Gran Turismo - I love cars! I haven't had the able to expand a lot more on my goals and I want to go away and represent Australia in the but about a month ago it was a huge part of my pool and at the same time win the Super Series again! I'd love to better Trevor Hendy's record of winning three races in a row. Hopefully I'll be able to get four or five wins in a row.

### PSM: So are you preparing for the Olympics?

thing that I'm going to get the PS2! Man, I'm sports (lifesaving and pool swimming) but I am pretty confident of making the final at PSM: So the PS2 is what you're most looking the Olympics trials for 2000. I don't know what times I'll actually be able to get, but I just want to get to that competitive level and think that I'll get there

### PSM: Were you always 'hardcore' into sport?

KH: Pretty much so. I started surfing when and sit in front of the television all day. And I'll I was two years old and it just developed be able to hook up to the Web. I'm going to from there. My family was huge on water sports so it's definitely in the genes!

### PSM: How did it feel being so young when you took out the Super Series?

KH: Well, I was only 17 when I first won it and then I won it again last year when I was 18. Um. it really is so hard to explain. It's awesome and then winning it back-to-back that was just insane. I looked up to the guys that I was competing against for so many years, and to be racing against them was just a buzz. Really phenomenal

### PSM: When the surf's too rough, we're guessing that you head for the console...

because Grant and I don't live that close to each other but whenever I get the chance. of course! I actually relish when the surfs messy because often we need to race in surf like that, so those are the conditions that are more important!

### PSM: Thanks Ky! And would you be up for a PlayStation2 challenge against PSM sometime?

HH: Totally, that'd be wicked!



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